WARS OF THE REPUBLIC

Ancient Roman Wargaming 343–50 BC

Eric Farrington

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Wars of the Republic

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By Eric Farrington

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Introduction

Welcome to *Wars of the Republic*

In these pages you will find a game that allows you to play out the battles of the Roman Republic, spanning a great deal of time; from the early founding of Rome, through the conquest of Italy, the wars in the western Mediterranean, the clash with the Hellenistic world, slave revolts and internal conflicts, to the closing days of the Republic in the Civil Wars. During this period the Roman military model changed, as did the military styles of Rome's enemies. With these rules you will be able to play out this vast array of fighting styles on the tabletop.

You are the commander, leading your loyal army into the face of battle. On the battlefield awaits fame, glory, and the chance to form an empire. However, to win such honors you must battle other tribes, cities, and kingdoms to prove your mettle and display your valor.

Looking ahead into this book, you will find all the rules you need to play the *Wars of the Republic*. At first glance, the number of rules and variables may look daunting. However, the basic rules are only a handful of pages, with additional optional rules included to add depth to your games. Read the basic rules first and then play a few games. When you are ready, feel free to add the more advanced rules. Don't be afraid to look up rules as you go.

As you move through this book you will also find some information about the historical world of the Roman Republic and useful information to add color to your battles. However, you will have to do the majority of your research independently. Entire collections and whole careers have been spent studying these periods and these military structures. There is enough flavor here to help you get a brief understanding of the world of Republican Romans, their armies and their enemies. However, there is so much more to learn just beyond the horizon. Don't let this book be as far as you delve into the topic.

Every army comes to the battlefield with a unique combination of troops, cultures, and fighting styles. Each has its own unique mix of models, rules, advantages, histories, and abilities. It is up to you, the army commander, to understand and appreciate these strengths and weaknesses so you can best use them on the field and win glory. There is no telling what tricks your rival commanders have prepared for you. Good luck and have fun.

What You Need to Play

In order to get started playing *Wars of the Republic* you will need the following:

- Six sided dice; the more the merrier.
- A ruler, tape measure, or measuring tool.
- Models or templates to represent your troops.
- A flat play area.
- Terrain as needed for the battlefield.

Dice

Wars of the Republic uses only six-sided dice. The dice are used as random number generators to determine the outcome of various actions during the game.

A single six-sided die is called a d6. You often need to roll more than a single die at a time. You roll all the dice at the same time but read each die individually. Unless otherwise noted, you are rolling against a target number of 4+; the roll is a success if you roll a 4 or higher.

There are other dice roll variations:

- d3 means roll a single six-sided die. 1–2 = 1, 3–4= 2, and a 5–6 = 3.
- You may also be asked to roll 2d6 (two six-sided dice) and add the results together. The rules will specify when to do this.

Scale

Many tabletop miniature games have a strict scaling system. *Wars of the Republic* is a relatively loose gaming system regarding scale. The rules were created with 28mm miniatures, based singly, in mind. However, it was designed to be scale- and model-agnostic. It can be scaled up to 40mm or 54mm or down to 15mm or 10mm easily with simple changes. It is left to the discretion of the players to determine at what scale they wish to play.

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Time Scale

Wars of the Republic is not concerned about the time scale of the action. Time is broken down into turns and activations for ease of play. These do not correspond to any real time metrics such as hours or minutes. Time scale is left at the discretion of the players. This is intended to create a fast moving and dynamic game.

Miniatures

Wars of the Republic does not require you to use any single line or manufacturer of miniatures in order to play a game. It is designed to be a generic rule set that can be used with any appropriate models you find appealing. It is entirely possible to play the game only using paper templates.

Basing

Wars of the Republic does not require any particular basing guidelines for miniatures. You can play with whatever you have available. The base is only there to ensure that miniatures do not fall over! However, basing conventions should be relatively the same between opposing armies for convenience.

Measurements

Distance is calculated in measurement units, abbreviated 'MU'. We deal with whole measurement units wherever possible, and round up when in doubt.

The Battle of the Caudine Forks by Seán Ó'Brógáin © Osprey Publishing Ltd. Taken from Campaign 322: *Caudine Forks 321BC*

There is no specific length for a measurement unit. Players can choose to use any distance that best fits their space, models, and scale of the conflict. The game was primarily built using one inch (1") as the measurement unit, but different scales and basing may require players to decide on their own standard measurement unit.

Measurements are taken from any point on the base. That means you don't measure from the tip of lances, shields, or other such points on the model itself. When in doubt, consult your opponent for their approval on a measurement.

Measurements can't be made until the player has committed their models to act; premeasuring is not allowed. The ancients had to eyeball distances, and so do you as their commander. Therefore, it is possible that the action is too far away or too close to be completed successfully.

Rounding

As a rule of thumb, if the result of a calculation ever results in a fraction or decimal, round up to the nearest whole number unless the rules state otherwise.

Units and Models

Wars of the Republic is focused on interactions between units and not individual models.

Units and models are generic terms used in the rules to refer to your miniature soldiers. A model is a single base and is normally a single figure. A unit is composed of several models on the same or separate bases.

The Most Important Rule

The most important rule in *Wars of the Republic* is to have fun. This is a collaborative game where all players are attempting to enjoy themselves. This includes helping your opponent have fun too. If you or your opponent are not having fun then the game is a loss for both players.

Resolving Disputes

If a quick and simple resolution to a rules dispute can't be made based on judgment and a review of the rules, then resort to the following method to resolve all disputes. After the game is over you can thoroughly consult the rule book and decide on a solution going forward.

Each player rolls a d6. The player who rolls the highest wins and their rules interpretation is followed for the remainder of the game. If the roll is a tie, continue rolling until a winner is determined.

It is preferable to avoid rules disputes whenever possible. Frivolous use of this rule is considered a violation of The Most Important Rule. Breaking the Most Important Rule is considered a loss.

House Rules

The rules for *Wars of the Republic* were created by mere mortals. As such, there may be rules you feel are not accurate or need to be adjusted to fit your wants and needs as a player. This is not only welcomed but encouraged! The only caveat is that all players for any given game should be familiar with your house rules prior to play beginning.

Otherwise, House Rule away! This is your game system now, so make use of it as you see fit!

Unit Profile

Each unit in *Wars of the Republic* has the following characteristics. They will be covered in more detail later in the rules, but it important that you have a grasp of them now.

- Move: How far the unit can move during its activation, measured in measurement units.
- Attack: The base number of d6s a unit rolls when attacking in melee.
- Shoot: The base number of d6s used when determining the results of a ranged attack. Some units don't have any dice.
- Courage: Courage is an indication of how much injury/disruption a unit can endure before breaking and routing from the battle.

- Armor: How many successful hits are required to remove one point of Courage.
- Discipline: This represents how likely a unit is to follow orders and stay in the battle.
- Special: This is a place for any special rules that the unit may be subject to.

The Turn Sequence

Games are artificially broken down into a series of arbitrary divisions to manage the flow of a battle on the tabletop. The turn sequence helps players maintain a flow of battle and still perform all the mechanical aspects for the game. Each game is divided into a number of turns, phases, and activations.

Turn

This is composed of all the phases of the game. Once all phases are complete, the turn is over.

Phase

A phase is an intermediary step in completing the turn. It is typically a step both players participate in before proceeding.

Activation

The activation is when a unit is allowed to perform an action.

Turn Sequence

The order in which phases of a turn are completed. *Wars of the Republic* uses the following turn Sequence:

1. Calculate Commander's Gaze.
2. Bid for Initiative.
3. Activations.
4. Resolve Melees.
5. End Phase.

Calculate Commander's Gaze

Each player calculates a pool of points that represent their ability to exercise command and control on the battlefield. This is called Commander's Gaze.

Each player calculates their pool of points and places that many tokens within easy reach on their side of the board or play area. The total number does not need to be announced, but the tokens must be kept visible to all players. The tokens are removed as the turn progresses, as Commander's Gaze can have various uses.

Bid for Initiative

Both players decide how many Commander's Gaze tokens they wish to bid in order to act first in subsequent phases.

They simultaneously reveal the Commander's Gaze tokens they are bidding. The player who bids the most gains the initiative. This allows them to activate first. If the bids are tied, either player may elect to raise their bid until there is a winner. If neither player wishes to raise their bid, then both players roll a d6 and the highest goes first.

No matter who wins, both players remove the Commander's Gaze tokens bid and place them in a discard area off the board. They may not use discarded Commander's Gaze tokens in later phases.

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Legionaire vs Phalangite by Seán Ó'Brógáin © Osprey Publishing Ltd. Taken from Warrior 162: *Roman Republican Legionary 298–105BC*

Activations

The player who won initiative chooses which units they wish to activate first and completes the activation. They can then continue activating units until all units in their force have activated. Once all units have been activated, play turns to their opponent who can then activate their own units. Every unit must be activated, *but* they don't need to take any action during the activation. Once a unit has been activated it cannot be activated later in the phase.

When active a unit may do *one* of the following:

1. Move
2. Shoot
3. Fight

If a player chooses to move a unit, it moves immediately according to the rules for Moving. If a unit is activated to shoot it immediately resolves its shooting attacks. If a unit is chosen to fight, it participates in the Resolve Melee phase.

Resolve Melees

A unit may not roll dice to resolve a melee unless you choose the Fight activation. During this phase, the player with initiative chooses the order in which to resolve melees. Follow the rules for resolving melee in the Resolve Melee section of the rules.

End Phase

During the End phase, units are routed, armies check for collapse, and other processes are completed. In addition, both players check for Victory Conditions. The game can not end until after the End phase is complete.

The Commander's Gaze

The commander was the heart and soul of the ancient army. If the commander fell, the army would fall. Therefore, the fate of each commander had significant impact and influence on the outcome of the battle. The commander would personally direct troops in the Mediterranean military tradition. Many ancient commanders died in battle with their peers and rivals.

Calculating Commander's Gaze

Each unit on the field is led by a leader. In ancient tradition, the leader led from the front and inspired his men through acts of bravery, as well as giving orders.

To calculate Commander's Gaze, simply count up the number of units still on the field of battle. Each unit provides one Commander's Gaze token. This is recalculated every turn, so the number of Commander's Gaze tokens generated may change as units are lost, routed, or leave the table.

One unit can be designated as having the General of the army. This unit generates two Commander's Gaze instead of one.

Use a token or similar signifier to represent each point of Commander's Gaze. Place them on the player's side of the table. They may not be hidden, but you do not need to declare the number you possess at any given time, even if asked by your opponent.

Using Commander's Gaze Tokens

A player's pool of Commander's Gaze is critical to game play. These points can be used at any time; you can even interrupt an opponent's turn. Simply declare that you are going to use Commander's Gaze, declare how you are intending to use it, and remove one Commander's Gaze token from your pool. That Commander's Gaze token may not be used again.

Commander's Gaze tokens can be discarded to generate the following effects:

- Bidding for initiative during the Bid for Initiative Phase.
- Charge an enemy unit as a movement activation.
- Use a special rule for a unit.
- Attempt to steal the initiative from your opponent.
- Rally a unit from Wavering.
- Harangue a unit's Courage.
- Change formation.
- Re-roll any one die.

Bid for Initiative

This use of Commander's Gaze has been described in the Bid for Initiative phase (see page 7).

Charge an Enemy Unit

A charge allows a unit to move at increased speed in order to gain contact with an enemy unit. You do *not* need to charge in order to engage in melee, you can simply walk into contact, but a charge provides additional benefits. More information on charges can be found in the Movement section of the rules (see page 10).

Use a Special Rule

Some units have special rules. These are abilities that were not universal in the ancient world; they required skill and training to perform. Therefore, in order to execute a special rule a player must spend a Commander's Gaze token. This represents the officer issuing the appropriate orders.

Steal the Initiative

This cannot be attempted until after the player with initiative has completed the activation of at least one unit. After that, it can be attempted at any time. After discarding the Commander's Gaze token complete the following steps:

1. Each player rolls a d6.
2. The player with the highest score win.
3. The winner gains the initiative.
4. The winner may activate a unit.

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Further attempts to steal the initiative can't be made until the winner has completed a full activation of at least one unit.

Rally a Unit from Wavering

A unit that is Wavering can be restored to normal morale by using a Commander's Gaze. This can only be done when the units have been activated. A player using Commander's Gaze to rally a unit from Wavering counts as the unit's activation.

Harangue a Unit's Courage

A unit that is not engaged in a melee can be harangued using a Commander's Gaze token to increase their Courage by one point. This can never take them above their starting Courage.

Change Formation

A unit can use a Commander's Gaze token to move from Open Order to Phalanx, Legion, or other special formations. A unit can always change to Open Order without using Commander's Gaze.

Re-roll Any One Die

One Commander's Gaze token can be spent per die that the player wishes to re-roll. The player does not need to declare all the re-rolls they wish to make at once, and may use re-rolls at any time.

A single die may be re-rolled for each Commander's Gaze token spent. Each die may only be re-rolled once. The re-rolled result must be used, even if it is worse than the original outcome.

Moving

Movement is a critical action on the battlefield. One of the features that made the Romans such feared warriors on ancient battlefields was their ability to perform complex marching maneuvers even during the heat of battle. Getting units to the right place at the right time was the key to victory in many ancient battles.

Units

All models act as part of a formation of fellow soldiers called a unit. A unit can be a single base or any number of bases as the player wants. However, both sides should be using roughly the same guidelines. All actions are completed on a unit-by-unit basis and not by individual model or base.

Unit movement is measured from the front of the unit base to the front of the unit base.

Facing

All units have a front facing, a left and a right flank, and a rear. Typically, this is relatively obvious which side is which. The direction the models are facing is the front, the sides are the flanks, and their backs are the rear. The front and rear arcs are 180-degrees and are straight lines across the front or rear of the unit.

Focal Point

The leader of a unit is the focal point of the unit. All measurements are determined by the location of the leader. One model/base is designated the leader of each unit. This should be as visually obvious as possible with banners, raised sword, helmet crest, shield design, etc. to differentiate them from the rest of the troops.

Traditionally, the leader in the ancient world led from the front of his men and was at the center of the action. Therefore, the leader model should be in the center of the front rank of any formation.

The leader determines the facing of the unit, is the point of measuring for the unit's movement, and the point of measuring for shooting. When in doubt, always measure from the leader.

Here is how it is done:

1. When moving, move the leader first, measuring from the front of the base, and placing the front of the base at the end of the measurement for movement. The rest of the unit is then placed in accordance with the rules of their Formation.
2. For shooting, measure from the leader's base to any member of the enemy unit.
3. For charging or engaging in combat, measure if the leader's base can reach any member of an enemy unit.
4. For facing, determine which way the leader is facing based on the model.
5. For line-of-sight, draw a straight line from the leader model to any member of the target unit.

When in doubt about measuring, line-of-sight, facing, etc. use the unit's leader model as a reference.

Every unit must have a leader.

Alternate Focal Points: If the leader model is not in the center of the unit, use the center of the front of the unit as the Focal Point of the unit. This can be indicated with a model or a small mark on the base.

Formations

There are a number of formations in *Wars of the Republic*. A unit in a special formation dictates how it can move and fight on the battlefield. Formations are described in greater detail in the Special Rules section (see page 20).

A unit with the Phalanx, Legion, Rhombus, or Wedge special rule can move and fight in Open Order as well as the special formation. There are times in the battle where they may need to switch from one formation to the other. They may adopt Open Order at any time during their activation, but it requires a Commander's Gaze to form up into their special formation.

Open Order Formation

Open Order is a loose formation, giving each man room to swing their swords, throw their javelins, and move relatively freely amongst the group. The majority of units use this formation for movement.

Units in Open Order formation are more loosely assembled than other formations. Each warrior is acting as part of the group, but given more individual space to maneuver.

The leader is placed on the board, then the other members of the unit are placed anywhere within two measurement units from another member of the unit. For shooting and charging, it is better if the leader is in the front of the unit, but it is up to the player on where to place his leader in an Open Order formation.

Units in Open Order may move in any direction.

Phalanx Formation

The Phalanx is a special formation used by hoplite style warriors, that packs the soldiers together in a tight formation. The shield of every man overlaps his fellows', and a wall of shields and spears is presented to the enemy. It is a fearsome formation, but one that maneuvers very differently than other formations and restricts movement.

The leader is always in the front and center of the unit. The remainder of the unit must be placed equally around the leader, so the leader remains the front and center of the unit. For example for a unit of 10 models, the leader is in the center of the front row, with two models on each side of him. The second line is composed of 5 other models.

The Phalanx may only move straight forward. They may not turn or pivot. The leader model is measured and moved, and then his unit is moved up to position themselves around the leader per the rules for Phalanx formation.

Legion Formation

Legion formations are used by the Romans and some other heavy infantry units, such as imitation legionaries and Iberian Scutari. It is similar to the phalanx in that it was a close formation, and the shields form a tight wall of protection. However, the main killing weapon

The Legion against elephants by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 299: *Zama 202BC*

is a short sword thrust out from the wall of shields. It allows surprising mobility compared to a phalanx, but still offers a great deal of protection.

Roman soldiers use a large, curved shield called a scutum. The scutum wraps around the soldier and gives them good individual protection. The Legion formation allows the Romans to move in closely to each other to form a shield wall, and their short thrusting swords to thrust out from between the armored front.

The leader is always in the front and center of the unit. The remainder of the unit must be placed equally around the leader, so the leader remains the front and center of the unit. For example, in a unit of 10 models, the leader is the center front with two legionnaires to each side, and a second row of legionnaires behind the first.

Units in Legion formation can only move forward, left, right, or backwards in a straight line. They may not turn or pivot. They may only move up to their movement rate in measurement units. The leader model is measured and moved, and then his unit is moved up to position themselves around the leader per the rules for Legion formations.

Rhombus Formation

Rhombus formations are used by cavalry units of the Hellenistic world, and was supposedly pioneered by Thessalian light horseman. The unit forms a diamond shape, with a leader at each corner. This allows the entire formation to change direction rapidly. The leading point provides the cavalry with a solid point of impact into enemy formations, that allows deeper penetrative power.

The leader of the Rhombus formation must be placed at the tip. His unit is then placed in rows behind him. For units of 10 bases the leader forms the front row, then two models in the second row, four in the third row, two in the fourth row, and the last row is a single model.

Units in Rhombus formation can move in a straight line forward, left, right, or backward. The unit does not pivot. The unit should be turned to face the direction of movement. A unit that moves straight right ends the movement facing right, based on the leader's original position.

Wedge Formation

The Wedge formation is another special cavalry formation, used by Macedonian and Successor forces. The cavalry forms a triangle, with the apex facing forward. Having one horseman lead the way allows them to find gaps in an enemy formation that the rest of the unit can exploit. The point makes a solid impact to break apart enemy formations.

The leader of the Wedge formation is the tip of the triangle. In a ten model unit, the leader is the front row, the next row is two models, three in the third row, and four in the fourth row.

The Wedge can only move straight forward up to its full movement. Move the leader forward and then move the rest of the unit up behind as described.

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Formations and Multi- and Single- Based Units

Some armies will not be individually based units, or not use 10 bases per unit. If a unit can't assume the layouts listed in the formation descriptions, use a simple token or other visually obvious alignment of models.

Zone of Control

No unit can move within one measurement unit of another unit. This includes both friends and foes. This area is considered to be the unit's Zone of Control.

If a unit comes within one measurement unit of any unit it must stop. An exception is if the moving unit is moving into contact with an enemy unit. They may then move as close as possible to engage in melee. Units acting as a support in melee must move within one measurement unit of the unit they are supporting.

Keep in mind, a zone of control can stop friendly units from moving; position your units carefully!

Coming into Contact

If a unit is moving into melee, they must come into contact with the enemy. The best way is to charge, but a player might not have the Commander's Gaze and can instead come into contact with the enemy using a normal move.

The moving unit's leader must be able to move into base-to-base contact with one model from the opposing unit. If they can, they are considered to have come into contact with the enemy unit.

Charging

If a unit uses a Commander's Gaze token they may charge. In a charge the unit moves at one and a half times their normal speed, rounded up, in measurement units, to come into contact with an enemy unit to engage in melee. This special action allows a unit to move and fight in the same activation.

If the unit can't come into contact, the charge fails. The unit moves the full distance allowed, but they are changed into Open Formation, as the impetus of their charge leaves them scattered and broken up. They become Wavering.

For example, a Hoplite unit normally moves 6 measurement units. In a charge they move their full move of 6 +3 (half of their normal move) for a total of 9 measurement units. A unit of light infantry with a movement of 7, moves 7+4 (half movement, rounded up) for a total of 11 measurement units.

Terrain

The landscape of the ancient Mediterranean world is rugged and challenging for maneuvering armies. Much of the land is not suitable for large, open-field battles. Battles end up being fought in the same general areas, where the terrain conditions suit a battle and allows the maneuver of armies.

In *Wars of the Republic* there are several types of terrain, covered in detail below. It is good idea to discuss each terrain feature with your opponent before starting a game.

Open

Open terrain is the majority of the board. It represents lightly rolling grassland or clear spaces. It may have small bits of terrain that can be ignored in the rules, though it is far from a perfectly flat surface like the tabletop. Open spaces have no true impact on the game.

Examples:

- Fields
- Hills
- Beaches
- Game trails

Difficult

Difficult terrain can be moved over and crossed by units, but it is harder to maneuver in than open terrain. If any member of the unit touches difficult terrain during movement, the entire unit is considered to be in difficult terrain and suffers from its effects. However, the unit can move in and out of difficult terrain in one turn if it has enough movement. Difficult terrain has the following effects:

- Reduce movement to half, rounding down.
- May only be crossed in Open Order.
- Units that end a move in difficult terrain have +1 Armor.

Examples:

- Woods
- Vineyards
- Low walls
- Ruins

Dangerous

This is terrain that is not only difficult to cross but could potentially cause injury. If any member of the unit touches dangerous terrain during movement, the entire unit is considered to be in dangerous terrain. However, the unit can move in and out of dangerous terrain in one turn if it has enough movement. Dangerous terrain has the following effects:

- Reduce movement to half, rounding down.
- Can only be crossed in Open Order.
- Units that end movement in dangerous terrain have +1 Armor.
- Make a Discipline check while crossing. If no successes are rolled, the unit loses one Courage.

Examples:

- Streams and rivers
- Shallow water
- Swamps
- Palisades

Impassable

Impassable terrain simply can‘t be crossed. If any portion of the unit touches impassable terrain the unit must halt and its movement ends. It must reorder its formation to avoid the impassable terrain before moving again.

Examples:

- Cliffs
- Lakes
- Oceans
- Buildings

Shooting

In *Wars of the Republic*, shooting represents any ranged attack from archers, slingers, javelin throwers, etc. Use the following method to resolve an activation of shooting:

1. Determine eligibility of target.
2. Determine shoot dice.
3. Roll shoot dice.
4. Determine Hits.
5. Compare Hits to Armor.
6. Make Discipline checks.

Determine Eligibility of Targets

To determine if a target can be successfully shot at, you must confirm two conditions:

1. Determine if line-of-sight exists.
2. Determine Range.

Line-of-Sight

Line-of-sight determines if a unit can see an enemy target to fire on it. The easiest way is to place a ruler from the shooting unit's leader to any model in the enemy unit. If the line crosses any other units (including friendly units) then line-of-sight does not exist; the target may not be shot at.

The leader has a 360-degree facing for shooting attacks; models from the leader's own unit do not block line-of-sight.

You cannot shoot into a melee in the basic game; there is an advanced rule that allows you to do so (see page 25).

Range

All shooting attacks in *Wars of the Republic* have a range in measurement units. This is the distance a shooting attack may reach and still potentially hit the target. If the target unit is further than this range, it can't be shot at.

Measure the length of the line you established for line-of-sight. If the distance is equal to or less than the range of the shooting attack, than the target is eligible.

Determine Shoot Dice

After the eligibility of targets has been established, it is time to determine the number of shoot dice to roll. Every unit that can shoot has a Shoot value, followed by the range. If a unit does not have a Shoot value, it may not shoot. The value is the number of dice a unit rolls when shooting.

Only the shooting unit determines shoot dice. The defenders don't need to roll any dice.

Roll Shoot Dice

The shooting unit rolls a d6 for each shoot die. Each dice result of 4+ is a hit.

Compare Hits to Armor

Total the number of hits rolled. Compare the number of hits to the Armor rating of the target unit. Remove one point from Courage for each multiple of the target's armor. Ignore any leftover hits.

For example, three hits on a unit with Armor 1 results in -3 Courage. The same three hits on a unit with Armor 2 results in -1 Courage.

If a unit loses Courage, they need to make a Discipline check. If a unit's Courage is reduced to 0, they rout in the end phase. Turn the models backwards.

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Discipline Checks

To make a Discipline check, roll a d6 per point of Discipline in the unit profile. The player is trying to score a number of successes equal to the Courage lost in the shoot that forced the Discipline check; a unit that lost 2 Courage would need 2 successes, a unit that lost 3 Courage would need 3 successes. It is possible that a unit loses more Courage than they have Discipline. In such a case, the unit automatically fails the Discipline check.

If the Discipline check fails, the unit is considered Wavering.

Wavering Units

Units that are Wavering are not organized enough to fight as a cohesive military unit. Troopers are beginning to fight independently, straggle to the rear, and hesitate in the face of the enemy.

A Wavering unit has the following penalties:

- Lose the benefits of a Formation and switch to Open Order immediately.
- May not use special rules.
- All target numbers are +1 (so 4+ becomes 5+).
- To move, they must pass a Discipline Check with at least one success.
- Units that are Wavering and fail a second Discipline Check lose 1 additional point of Courage and stay Wavering.

Resolve Melee

The heart of *Wars of the Republic* is fighting. Units fighting in hand-to-hand combat are said to be in melee. The player with initiative determines the order in which to resolve melees. To administer a fight follow the sequence below:

1. Determine units in melee.
2. Identify supporting units.
3. Determine Attack dice.
4. Roll to fight.
5. Determine Hits.
6. Compare Hits to Armor.
7. Make Discipline checks.
8. Determine Pushback.

Complete each step for each melee individually. Once one melee is complete, the player with initiative selects the next one.

Determine Melee

Melee occurs when opposing units have come in contact with each other.

The units are left as they are, as it is assumed that a large melee has broken out and the units circle and swirl and take up the relative footprint of their respective space on the battlefield. It is possible for other units to join the melee in later turns.

It may be relevant to keep track of who is the main attacker, and who is supporting them. You can do this with a token, a notation on a scratch paper, or rotating the facing of the models being attacked to be looking towards the primary attack. This is relevant when the initial attack is on the flank or rear, while supporting attackers may be at the front of the unit.

Supporting Units

Units that have a leader within 6 measurement units of a friendly model of a unit in melee may choose to support that unit in the melee.

Each supporting unit adds two Attack dice to the unit they are supporting. It is possible for a unit to charge into an existing melee, in which case they get both the support bonus and the charge bonus.

You must move the supporting unit so that the edge of the unit touches the unit it is supporting. A unit to the left or right of the unit they wish to support slides sideways to touch the flank of the attacking unit. If they are behind they move up and touch the rear. They essentially make one large unit.

Field of Vision

A leader has the following field of vision for determining flank and rear attacks: forward 180-degree along the front edge of the unit; the rear 180-degree along the back edge, and the flanks the sides of the unit between the front and rear arcs.

Use the leader model (or focal point) of the attacking unit to determine if the attack is in the front, flank, or rear arc at the moment the enemy unit initially comes into contact. This determines if the attack is a flank or rear attack. Flank and rear attacks provide bonuses during any fighting that takes place.

Flank Attack

Ancient units were focused on keeping their shields and spear tips to the front. They are vulnerable on the flanks and rear. Therefore, flank attacks can be very deadly.

If an enemy unit comes into contact on the flank, the units are moved to be perpendicular to each other, with the attacking unit's leader lined up along the edge and facing the enemy.

Gauls hold against the might of Rome by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 55: *Gladius*

Rear Attacks

If an attacking unit comes into contact in the rear of their opponents, the defending unit is the victim of a rear attack. The leader of the attacking unit should be touching the rear of the enemy unit.

Contacting Two Units at Once

If a unit comes into contact with two enemy units at the same time, the unit the leader is closest to becomes the primary defender, and the other unit becomes a support unit. Move the support unit to touch the unit it is supporting.

Determine Attack Dice

After melees have been determined and supporting units worked out and arranged, it is time to determine how many dice each unit rolls during the melee.

Each unit's profile has an Attack value. That is the base number of dice a unit rolls during a melee. The number of attack dice rolled can be increased with the following cumulative bonuses:

Attack Dice Table	
Situation	**Additional Dice**
Unit in Phalanx or Wedge	+2 Dice
Unit in Rhombus	+1 Die
Unit charged	+2 Dice
Unit in support	+2 Dice per unit
Unit attacking flank	+2 Dice per unit
Unit attacking rear	+4 Dice per unit

For example, a unit with Attack 4 has 4 attack dice. Suppose they were in a Phalanx for +2 dice, and there was a unit in support that was flank attacking. The supporting unit would provide +2 for support, and +2 for flank attack. That means the base 4 +2 +2 +2 equals 10 attack dice!

Both sides in the melee calculate their attack dice simultaneously and declare the number of dice to their opponents prior to rolling.

Roll to Fight

The players roll a d6 for each attack die. Each dice with a result of 4+ is considered a hit.

Compare Hits to Armor

Once each side rolls their attack dice, total the number of hits for each side. Compare the number of hits to the Armor rating of the target unit. Remove one point from Courage for each multiple of the target's armor. Any leftover hits are ignored.

For example, 4 hits on a unit with Armor 2 results in -2 Courage. 4 hits on a unit with Armor 3 results in -1 Courage, and the remaining hit is ignored.

When determining Armor, always use the Armor rating of the unit being attacked; never use the Armor rating of a supporting unit.

If a unit loses any Courage, they need to make a Discipline check; see below for how to do it. If a unit's Courage is reduced to 0, they rout in the end phase. Turn the models backwards. Any support unit is also Routed.

Discipline Checks

To make a Discipline check, roll a d6 per point of Discipline in the unit profile. The player is trying to score a number of successes equal to the Courage lost in the melee; a unit that lost 2 Courage would need 2 successes, a unit that lost 3 Courage would need 3 successes. It is possible that a unit loses more Courage than they have Discipline. In such a case, the unit automatically fails the Discipline check.

If the Discipline check fails, the unit is considered Wavering.

Wavering Units

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A Wavering unit has the following penalties:

- Lose the benefits of a Formation and switch to Open Order immediately.
- May not use special rules.
- All target numbers are +1 (so 4+ becomes 5+).
- To move, they must pass a Discipline Check with at least one success.
- Units that are Wavering and fail a second Discipline Check lose 1 additional point of Courage and stay Wavering.

Determine Pushback

One of the defining features of ancient combat was the back-and-forth push of the battle. Units would be pressed backwards and give ground, while victors gained forward momentum against their foe. It was this forward momentum that led the Romans to believe that they were

winning the Battle of Cannae, and eventually led them to a total, bloody defeat. Ancient combat featured a concerted push forward by the "winners" and a giving of ground of the losers until one or the others' morale broke. In many cases, casualties were light until the pushing match ended and one side tried to flee.

In *Wars of the Republic*, pushback occurs after the melee's Discipline Checks have been resolved. The unit that lost the most Courage in the melee is pushed back. No pushback occurs if both units lost the same amount of Courage.

The unit that is pushed back moves straight back from the primary attacker 1d3 measurement units.

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The unit that won the melee and pushed back their foe can do one of the following immediately:

- Follow-up and re-engage their Foe to keep them locked in melee.
- Stand their ground and not move.
- Regroup by moving backwards 1d3 measurement units in a straight line.

Complete the move immediately after determining pushback. Any supporting units move with their primary unit but do not change location relative to the main enemy unit. Units supporting with flank or rear Attacks join in the pushback. Supporting units stay connected to the unit they were supporting. Essentially, if the winner follows up during pushback, all units should be in the relative same positions vis-à-vis each other.

End Phase

The End Phase is the final Phase of the turn. Complete the following steps in this phase:

- Discard all remaining Commander's Gaze.
- Check for Morale.
- Check for Collapse.
- Finalize unit alignments.
- Check Victory Conditions.

Discard Remaining Commander's Gaze Tokens

Players place any unused Commander's Gaze tokens in the discard pile off the board. They don't carry over into the next turn, and can't be used later in this turn.

Check for Morale

Battles in the Ancient world tended to be decisive engagements, where one side held the field while the other fled in panic. The side that broke usually had the most casualties inflicted while they fled.

When a unit routs, all units whose leader can draw a line-of-sight to it must make a Discipline check. Make a standard Discipline Check; scoring a single 4+ success passes the test. If it passes the Morale test, the unit continues as normal. If it fails, the unit changes to a Wavering status.

Check for Collapse

All armies need to check for Collapse if the following conditions are met:

- The General's unit is Routed.
- When 25% of the Armies' Points are Routed.

- When 50% of the Armies' Points are Routed.
- When 75% of the Armies' Points are Routed.

To check for Collapse, every unit in the army makes a standard Discipline Check, looking for at least one success. If passed, the unit stays in the fight. If failed, it immediately routs and is removed from the board. Treat it as if it were destroyed.

You only test for Collapse once per End Phase, even if multiple criteria were met to test.

Every Collapse test the unit makes past the first has a +1 to the target number to pass. Thus, the second test has a 5+ target number, the third 6+, and it automatically routs if it must take a fourth.

If all units in one army rout, the game is over. The army still on the board is declared the winner.

Finalize Unit Alignments

Review all ongoing melees and ensure that they are in proper formations:

- Units in melee are touching.
- Support units are touching the unit they are supporting.
- Flank attack units are perpendicular to the enemy unit.
- Rear attack units are behind the enemy unit.
- Remove units that were reduced to 0 Courage and Routed.

If units are not in the proper organization and formation, tidy them up per the rules.

Check Victory Conditions

Certain scenarios have victory conditions. Check the rules for the scenario; if the victory conditions have been met by one of the armies, the game is over. The army that met their victory conditions is declared the winner.

Special Rules

Units in *Wars of the Republic* may use Commander's Gaze tokens to activate special rules listed in the unit's profile. The following is a list of the special rules available and how they function within the game.

Legion

The Legion is a tactical formation used and deployed by the Roman Republic. The legion doesn't use the shield and spear tactics of the Phalanx, but is a tight formation of soldiers using sword and shield.

The following rules apply to units in Legion formation:

- The unit may start the game deployed in Legion.
- A Legion can only move straight forward, straight back, or straight left or right up to its full move.
- A Legion that comes in contact with difficult terrain reverts to Open Order.
- To change from Open Order to Legion requires a Commander's Gaze token and can be done during the unit's activation.
- A Legion can change to Open Order at any point during activation.
- Legion provides +2 Armor.

Phalanx

The Phalanx is a tactical formation that allows skilled soldiers to cover the men beside them with their large shield. This creates a protective front of shields to any attacker. It is the dominant combat formation of many cultures.

The following rules apply to units in Phalanx formation:

- The unit may start the game deployed in a Phalanx.
- A Phalanx can only move straight forward.
- A Phalanx that touches difficult terrain reverts to Open Order.
- To change from Open Order to Phalanx requires a Commander's Gaze token and can only be done during the unit's activation.
- A Phalanx can change to Open Order at any point during an activation.
- A Phalanx provides +2 Attack and +1 Armor.

Rhombus

The Rhombus is a special cavalry formation used by Hellenistic cavalry forces to increase their maneuverability on the battlefield. The unit can quickly change direction and move based on following the leader at any corner of the formation.

The following rules apply to units in Rhombus formation:

- The unit may start the game in Rhombus formation.
- A Rhombus can move straight forward, left, right, or back up to its full move.
- If a Rhombus touches difficult terrain it reverts to Open Order.
- To change from Open Order to Rhombus requires a Commander's Gaze token and can only be done in a unit's activation.
- A Rhombus can change to Open Order at any point during an activation.
- A Rhombus formation provides +1 Attack and +1 Armor.

Wedge

The Wedge is a Macedonian and Hellenistic Cavalry formation used to increase the penetrative power of a Cavalry attack. It was famously used by Alexander the Great and his successors with their heavy, companion cavalry.

The following rules apply to units in Wedge formation:

- The unit may start the game in Wedge formation.
- A Wedge can move straight forward up to its full move.
- A Wedge that touches difficult terrain reverts to Open Order.
- To change from Open Order to Wedge requires a Commander's Gaze token and can only be done in a unit's activation.
- A Wedge can change to Open Order at any point during an activation.
- A Wedge formation provides +2 Attack and +1 Armor.

Drilled

Experienced and well-trained Phalanx units can perform coordinated marching maneuvers to help them reposition the Phalanx without breaking into Open Order. This requires practice on the city-states' training fields.

The following rule applies to Drilled units:

- When activated, the unit in Phalanx formation can choose to move left or right up to two measurement units, or backwards one measurement unit, in a straight line. This replaces its normal move. The unit does not change facing and remains in Phalanx formation.

Counter Charge

Greek Hoplites, Roman Legionnaires, and various other soldiers are ferocious warriors. They prefer to make shock contact with an enemy; when charged by an enemy, they were just as likely to counter charge.

The following rules apply to units with Counter Charge:

- When a charge is declared against the unit, the controlling player may spend a Commander's Gaze token to activate this special rule.
- The units are moved to meet halfway along the charge route of the attacker.

- Both units gain the +2 Attack for charging.
- This special rule counts as a unit's activation when used.

Pila

The Roman Legion and some of their fiercest foes use a javelin barrage to soften up the enemy as they charged. The barrage was intended to weigh down enemy shields and create gaps in the enemy shield wall.

The following rules apply to units with the Pila special rule:

- A unit may pay a Commander's Gaze token to use this ability. If a unit paid 1 Commander's Gaze to Charge, this ability will automatically trigger as well.
- If the unit is attacking, the unit that is being charged has their Armor rating reduced by 1, to a minimum of 1.
- If a unit is defending against a charge, the attacker has their Armor rating reduced by 1, to a minimum of 1.
- This Armor reduction only lasts for the turn in which the charge occurs.

Heedless Charge

Some units are known for their fearless, impetuous, and terrifying charges. The warriors throw themselves violently into combat, swinging their weapons wide, smashing with shields, and doing everything they can to kill the enemy! These types of charges were most commonly associated with barbarian tribes such as Gauls, Germans, Galatians, etc.

The following rules apply to units with the Heedless Charge special rule:

- A unit may pay a Commander's Gaze token to use this ability if it charges.
- The unit gains +3 combat dice from the charge, instead of the normal +2.
- This bonus only lasts for the turn that the charge takes place.
- If the charging unit causes pushback, it must follow-up as its reaction.

Terror

Elephants were huge hulking beasts on the battlefield, and their very appearance was frightening and intimidating to enemy forces. Horses were especially skittish! In addition, strange beasts and weapons like camel cavalry and scythed chariots had horrifying reputations. The mere appearance of such unit in a battle could cause terror and shock.

The following rules apply to units with the Terror special rule:

- If a unit declares a charge against a unit with Terror, they must first pass a standard Discipline check with at least one success. If it fails, the unit immediately becomes Wavering. A unit that fails the Discipline Check to Charge stays in place instead.
- If a unit is charged by a unit with Terror, the unit being charged must pass a standard Discipline check with at least one success. If it fails, the defender immediately changes to Wavering before the charge moves into contact.

Evade

Light troops are known for their ability to harass heavy infantry formations and fade away before they can be brought to proper battle. This was demonstrated in many Roman battles throughout their history such as against the Samnites, Parthians, Numidians, Mithridates, and more.

Units with this special rule have the following rules applied to them:

- When an enemy unit comes into contact with a unit with this special rule, the controlling player may spend a Commander's Gaze to activate Evade.
- The unit may move backwards from the enemy unit:
  - Infantry units move 1d3 measurement units directly away from the enemy unit.
  - Cavalry, chariots and elephants move 1d6 measurement units directly away from the enemy unit.

- If the attacking unit still has movement left, it may continue to move as normal.
- If they are no longer in contact with the enemy unit, the evasion was successful.

Pursue

Light infantry and cavalry are essential to harass and pursue enemy forces. Lighter and more mobile units can deploy to harass and break up formations before they attack.

The following rules apply to units with the Pursue special rule:

- If a target unit uses the Evade special rule, units with Pursue may choose to spend a Commander's Gaze to counter it.
- A infantry unit can charge an additional 1d3 measurement units towards the enemy.
- Cavalry, chariots and elephants can charge an additional 1d6 measurement units towards the enemy.
- If they are able to come into contact, then they may enter into a melee as normal.

Move and Shoot

Skirmishers and other light troops are expected to move rapidly to out distance heavily armored infantry and use their missile weapons to harass the enemy. They had to be swift and nimble on their feet.

The following rules apply to units with the Move and Shoot special rule:

- If the unit uses a Commander's Gaze token, it may both move in the Movement phase, and make a shoot attack after completing their move.
- The shooting attack is worked out as normal.

Skirmisher

Most light troops are adept at moving rapidly through rugged terrain. This ability allows them to go where heavier infantry can't follow and provides a limited degree of protection on the battlefield. It is a favorite tactic of less-civilized and lighter-armed units.

The following rules apply to units with the Skirmisher special rule:

- The unit can use a Commander's Gaze token to activate this special rule at any time during their activation.
- This rule allows a unit to move at normal speed through difficult or dangerous terrain.

The forces of Carthage clash with those of Rome by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 299: *Zama 202BC*

Stand and Shoot

Missile troops that are charged by tougher opponents have the unenviable choice of trying to flee for their lives to avoid contact, or to fire a last-minute barrage into the attacker. Sometimes, firing weakens the attacker enough to halt their advance and scatter them.

The following rules apply to units with the Stand and Shoot special rule:

- The controlling player may spend a Commander's Gaze token to activate Stand and Shoot when an enemy unit comes into contact with a unit with this special rule.
- This rule allows a unit to make one normal shooting attack before the enemy comes into contact with them.
- As the missile troops wait until the enemy closes in, the shooting attack is always in range, even if the enemy charge started beyond the unit's normal shooting range.

Advanced Rules

The following are optional rules that can be used in games of *Wars of the Republic*. These are additional complications or wrinkles that can be added for additional game play value. Opponents should agree on these rules before using them in a game.

Leader Killed

Normally, the rules assume that a unit leader is active and available to provide Commander's Gaze tokens as long as that unit is not Routed. However, the leader was expected to lead by example in the front rank of their soldiers. Their place was the most dangerous place in the battle line and ancient commanders were often killed in battle.

When a unit loses any Courage, roll a d6 for each point lost in the current round. On any roll of 1, the leader of the unit has been killed. The unit no longer adds Commander's Gaze to the pool.

Ancient units had a rank structure, so the loss of a leader won't hamper the overall functioning of the unit. A new commander is assumed to take over, but he doesn't generate a Commander's Gaze token.

Note that If the General of the Army is killed in this way, it triggers a Check for Collapse in the End Phase.

Hoplite Drift

In a Hoplite Phalanx, the shield is carried on the left arm and used to cover the man to the left. Due to this, the right side of the Phalanx had less protection. The men huddled close to the man next to them to stay under their shield for cover. This led to a curious phenomenon where Phalanx units tended to drift to the right when advancing. This could lead to exploitable gaps in an advancing Phalanx line.

Do not check for drift if the unit has come in contact with an enemy unit. Otherwise, a unit in Phalanx formation must make a Discipline Check after moving forward. If successful with at least a single success, nothing happens and the unit has moved as intended. If failed, the unit has drifted; slide the unit one measurement unit to the right.

Firing Over Friendly Units

Line-of-sight is blocked by friendly units; however, if you use this advanced rule, shooting attacks can be made over friendly units, they don't block line-of-sight. However, the shoot dice are reduced by one for each friendly unit that is passed through when establishing line-of-sight.

If any shoot die come up as a 1, it counts as a Hit on the friendly unit. Determine the outcome of Hits on friendly units after determine shooting results on the enemy.

Firing into Melee

This was a very rare occurrence in ancient battles. If you wish, you can spend one Commander's Gaze to have a missile unit fire into an ongoing melee. Follow the normal shooting procedures, but Line-of-sight is only drawn to the melee.

All shoot dice that hit affect the enemy, reduce their Courage as normal. All shoot dice that miss hit or spook your own troops; reduce their Courage as normal.

Pursuing Eliminated Enemies

When a unit eliminates their foe in a melee, they pursue them to destruction. The winning unit moves 1d3 measurement units forward in a straight line. If they come in contact with a new enemy, they fight a melee in the following turn, as normal.

If the player doesn't wish for the unit to pursue a routed enemy, it must pass a successful Discipline Check: if passed, the unit holds position; if failed it pursues as above.

Wings of the Army

Battles in the later portion of this period could be very large. If all players agree, you can choose to purchase your armies in Wings. Each army has one overall General of the Army and two subordinate commanders. An army is composed of three elements: Left Wing, Center, and Right Wing. Each wing has a commander that can be in any unit in the wing, while the General of the Army usually commands the Center, also in any unit. Commanders have no additional cost, but only the General of the Army provides an additional Commander's Gaze token.

Wings are limited by overall army limits; there can only be one unit with 0–1 availability in the entire army. Otherwise, wings are purchased as normal from the main army list.

For the purposes of bidding for initiative, all three wings of the army may pool their Commander's Gaze tokens. The Commander's Gaze for initiative can come from any combination of wing's tokens. After bidding for initiative, units can only use Commander's Gaze tokens from their own Wing Commander. Therefore, keep each wing's Commander's Gaze tokens separate.

All units in a wing deploy together on the battlefield. The unit with the commander is placed first, and then other units in the wing are deployed within 6 measurement units of another unit in the same wing.

Units in a wing must stay within 6 measurement units of the next closest unit from the same wing. If a unit is outside this range, then the unit counts as Wavering and cannot use Commander's Gaze tokens. The unit must try to use any subsequent moves to get into 6 measurement units of an allied wing unit. Once they return to 6 measurement units from a peer unit from their wing, they stop Wavering and can use Commander's Gaze as normal. This does not require any use of Commander's Gaze.

This option has been added to allow for even bigger mass battle style games, allied forces, and multiplayer games.

Unit Types

Ancient armies were made up of a wide variety of troops gathered from across the ancient world. Many were warrior peoples with their own unique fighting styles, equipment, tactics, and strategies. Many of them would come into conflict with the growing power of Rome. Whether they were Carthaginians, Gauls, Persians, or Greeks they would eventually face Rome's armies. It would be nearly impossible to place all of these unique troops into a single book and do them any justice.

In addition, the soldiers of Rome and her military organization also changed throughout the period of the Republic. These military changes helped the Roman Republic survive, then conqueror Italy, defeat her greatest Mediterranean rival, and eventually the known world itself.

These sweeping changes make pinpointing what exactly the "Roman Army" was very difficult. This very topic has been the entire career of many historians.

This book divides the wars of the Roman Republic into 5 general periods. They are:

- The Early Republic (ER): Rome's fight for survival and the conquest of Italy.
- The Punic Wars (PW): The fight to expand beyond Italy; the wars against Carthage and western Mediterranean foes.
- Wars against the Successors (WS): The conflicts against the Greek and Hellenistic armies.
- The Slave Revolts (SR): Internal conflicts like those against Spartacus and his escaped slaves.
- The End of the Republic (END): The final wars of the Republic, such as the Gallic Wars and Civil Wars.

This is not a history book, therefore, we won't provide many details about these periods. The reader is encouraged to go out and do their own research on any given period. Additionally, this book is not an exhaustive list of the conflicts the Roman Republic engaged in. However, it should give you, the player, the tools you need to play any of the Republican period battles and wars. This book is more of a toolbox than an exhaustive authority and wargame on the subject. The astute reader will see opportunities to play battles without Rome being involved at all! Battles between Alexander's successors, Carthage and her non-Roman enemies, and other power blocks.

In addition to dividing the Roman Republican Period into five general periods, the armies themselves are divided into a number of broad troop types. This is to make army list building easier and modular. The following broad troop types comprise the units of all the armies in the Roman Republican period, friend or foe of Rome. These categories are:

- Legion: Heavily armored shock infantry using swords, shields, and pila.
- Phalanx: Heavily armored spearman who fight in the Greek style.
- Pike Block: Soldiers fighting in the Hellenistic style with pikes, made famous by Alexander.
- Infantry: Fighting men who use a variety of personal weapons and equipment.
- Cavalry: Troops mounted on horses, camels, elephants, or chariots.
- Support Troops: Units that use long range weaponry to attack, like bows or slings.

These six categories define every unit in the game. Later in the book, these categories are divided into specific unit types with unique profiles, point costs and abilities. We also provide army lists for common armies of the period, and a handful of sample armies for each period.

Basing and Modeling

Wars of the Republic does not insist on any particular basing or modeling methods. You can use any method that is mutually agreeable between all players. However, there needs to be a way to determine if a unit is Open Order, or a Phalanx, Legion, Wedge, or Rhombus. For 28mm models, this can be done by individually basing the models, so in Open Order you can spread them up to 2 measurement units apart, and rank them up when in Phalanx or Legion. I find 10 models works well for a unit.

For Cavalry, I have found individually based units of 10 models to work fine as well. This allows them to cover a wide frontage to act as a screen. I typically base Elephants and Chariots singly on a large base, instead of using them as a unit of 5 to 10. After all, they are big, expensive figures.

For smaller or multi-based models, it could be accomplished by spacing the units out in a similar method using the same measurement unit distance as a guide. Three to ten bases works well for infantry, two to five with cavalry, and single bases for Elephants and Chariots. Alternatively, models can be single based into units with Open Order unit scattered on the base, and Phalanx and Legion units in tight formations. Markers can be used as needed to determine

state as well. This is up to player preference and their basing.

Legion

During the time of the Republic, the Roman army went through a variety of structural and organizational changes. It moved from an aristocratic "heroic"-style raiding force to a traditional Hoplite army, to the famous Manipular formation using the Triplex Acies, to a Cohort-based fighting force. Each change brought new ways that the army fought and operated in the field, changes to equipment, and changes to tactical doctrine.

The most well-known Roman formation was their famous Heavy Infantry units that fought in close packed units, wielding the short sword, large curved shield, and heavy pilum. Units that use this traditionally, and almost uniquely, Roman fighting style are known as Legion units. As the Roman Army evolved, the make-up of the Legion changed considerably.

Veteran Legion

Veteran Legions have either deployed in battle previously, or are stocked with returning veteran troopers. They are the elite soldiers and cream of the Late Republican forces. They make up the fighting elite of the Civil War and Gallic War armies. They are tough as nails, experienced soldiers, and men accustomed to violence.

Arms and armor of the *Hastatus* by Seán Ó'Brógáin © Osprey Publishing Ltd. Taken from Warrior 162: *Roman Republican Legionary 298–105BC*

Veteran Legion			Points	12
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
6	5	2	5	3
Special Rules	Legion, Counter Charge, Pila			

Legion Regulars/Principes

The second line of the Republican Roman battle line is the Principes. These men are wealthy enough to provide their own arms and armor, but are slightly older and probably more experienced than the Hastati.

Legion Regulars are the mainline combat force of the Roman army. They are fully trained troopers, but still lack field experience. Many of the Legion troops would be serving in distant lands and act as the bulk of late Republican armies.

Legion Regulars/Principes			Points	10
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
6	4	2	4	3
Special Rules	Legion, Counter Charge, Pila			

Militia Legion/Hastati

The Hastati are the first line of the Roman battle line during the early Republican Period. They are younger troops who can afford the arms and armor needed to be part of the legion. They are the first to fight.

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Militia Legion are hastily called-up farm boys and laborers who are impressed into service with little or no training. They can defend the city wall or campaign in the field with the consuls. They have little experience or skill at arms when they are drafted into service.

Punic forces fielded Celt-Iberian troops who made use of large shields and short swords. These are mercenaries and saw most of their action in Spain during the Punic Wars. Like the Roman Hastati, they often threw a barrage of spears as they closed the distance, then formed up to fight.

Militia Legion/Hastati			Points	8
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
6	4	2	3	2
Special Rules	Legion, Counter Charge, Pila			

Phalanx

One of the primary offensive systems that opposed the Legion was the Greek Phalanx. The phalanx was composed of heavily armored and well protected soldiers. They were equipped with body armor, helmets, spears, and large shields. The shields are the focus of the formation; overlapping shields provided protection to the soldier next to the wielder. The main focus was to protect the man next to you; using the spear to harm your opponent was secondary.

The Greek Hoplite epitomizes this style of combat. However, this formation was quickly adopted by other regional powers such as Italic city states, early Romans, the Etruscans, the Carthaginians, and more. It was so popular and widespread because it was a very effective combat formation.

Elite Hoplites

Frequently, Greek city-states kept one professional unit of fulltime Hoplites to man the citadel and act as the training corps for the citizen militia when it was called up in time of war. These skilled warriors knew how to act as a unit on the battlefield. However, they were few in number and quickly depleted in times of war. The Etruscans had a core military force of nobles; the soldier elite of their military structure. Such units had the best equipment and training.

Phalanx			Points	12
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
6	5	2	5	4
Special Rules	Phalanx, Drilled, Counter Charge			

Drilled Hoplites

Most Hoplites are citizen-soliders called from their fields and crafts to fight for their city state. They provided their own equipment and weaponry. Despite being part-time soldiers, the hoplites from the larger communities such as the Etruscan city states, Rome, or the city states of Magna Graecia were well-trained warriors. Hoplite-style armies were the most common army type during the conquest of Italy.

Drilled Hoplites			Points	10
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
6	4	2	5	3
Special Rules	Phalanx, Drilled, Counter Charge			

Militia Hoplites

Militia Hoplites are also citizen-soldiers, typically from the less militaristic and smaller city-states. These are frequently the allies in a Hoplite army, and frequently placed on the safer left wing of the Phalanx.

Militia Hoplites			Points	8
Move (MU)	Attack	Armor	Courage	Discipline
6	4	2	5	3
Special Rules	Phalanx, Counter Charge			

Light Hoplites

The Athenian general Iphicrates was credited with creating the reforms in military equipment and technique that allowed for a lighter and faster moving hoplite. It is unclear if these are up-armored light infantry, stripped down hoplites, or actually marines used on board triremes. These troops were more mobile than heavily armed hoplites and could disrupt the lighter armed light infantry. This style of hoplite was popular in Magna Graecia and Italy.

Light Hoplites			Points	8
Move (MU)	Attack	Armor	Courage	Discipline
7	3	2	5	3
Special Rules	Phalanx, Drilled, Pursue			

Pike Block

Alexander the Great conquered the known world using a tactical formation, widely known as the Macedonian Phalanx. Unlike the Greek Phalanx, the Macedonian version focuses on delivering as many spear points on the target as possible. The Macedonian phalanx was deeper than any Greek equivalent.

The Macedonian Phalangite had light body armor, a small shield, and a very long, two-handed pike. The protection of the soldier came from the wall of spear points the attacker must penetrate. The great weakness of these formations was uneven ground that breaks up the wall of spears, or attacks to their flank or rear.

Silver Shield

These professional soldiers of the Successors served as the elite veterans of the Phalanx. The term "Silver Shield" is a term of honor, but historically designated a specific unit in the Successor army of Eumenes of Cardia. It is an experienced unit made up of veterans from Alexander's Wars. The term carried on to be an honorific for the most elite Phalangites.

Silver Shield			Points	12
Move (MU)	Attack	Armor	Courage	Discipline
6	5	2	5	4
Special Rules	Phalanx, Drilled, Counter Charge			

Bronze Shields

Bronze Shields was a term that originated specifically in reference to a reserve unit of phalangites from the military colonies in Asia Minor for the army of the Successor Seleucus. As time passed, it came to be associated with units of experienced soldiers who would make up the core of a Hellenistic phalanx.

Bronze Shields			Points	10
Move (MU)	Attack	Armor	Courage	Discipline
6	4	2	5	3
Special Rules	Phalanx, Drilled, Counter Charge			

White Shields

The term White Shield also originated from a reserve unit of native troops trained to fight in a pike block in the Macedonian style for the Successor Seleucus' army. The term evolved to represent other less experienced or younger troops trained to fight as pikeman in the Hellenistic phalanx.

A hail of pila greets the Gallic charge by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 55: *Gladius*

White Shields			Points	8
Move (MU)	Attack	Armor	Courage	Discipline
5	3	2	4	2
Special Rules	Phalanx, Drilled, Counter Charge			

Infantry

Infantry troops fought in a looser formation to give each soldier room to maneuver and use their weapons. It was a more individual fighting style often associated with warrior cultures. Each soldier fought more as an individual than as part of a larger unit. This is the oldest style of fighting and pre-dates civilization, often with a "heroic" tradition. Early Greek and Roman fighting tradition focused on this style of fighting, but it was supplanted by the Phalanx and other superior approaches. However, many nations and tribes maintained this style of combat.

Elite Infantry

Elite infantry were military units of skilled, battle hardened warriors. However, they did not have the tradition of Heavy Infantry found in Greece or Rome. The best example would be the Gladiator warriors of Spartacus during the Slave Revolt.

Elite Infantry			Points	10
Move (MU)	Attack	Armor	Courage	Discipline
6	5	2	5	4
Special Rules	Counter Charge			

Drilled Infantry

Drilled infantry were dedicated infantry soldiers armed with armor, shields, and hand weapons. However, they were not true heavy infantry as their equipment is mostly linen and wicker, as opposed to metal. Galatian mercenaries used by all the Diadochi are the most famous example.

Drilled Infantry			Points	8
Move (MU)	Attack	Armor	Courage	Discipline
6	4	2	5	3
Special Rule	Counter Charge			

Irregular Infantry

Irregular infantry were men called up to add numbers, rather than skill. Frequently they were more interested in looting than fighting. Such forces were common for barbarian hill tribes but included Celts and Galatian mercenaries. They had light or no protective equipment, and their weaponry was basic and crude.

Irregular Infantry			Points	4
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
7	3	1	4	2
Special Rules	Upgrade to Skirmishers for +1 point			

Cavalry

Cavalry came late to warfare as man domesticated horses (and other animals). Cavalry quickly became a critical part of warfare. Cavalry was used as scouts, troop transports, harassment, pursuit troops, and even as the arm of decision.

Greeks and Romans were not great equestrians and focused on using cavalry as a rapid delivery system for missile troops. Etruscans used horses to get their heavy troops into position quickly. Some cultures, like the Scythians, used mounted horse archers and lancers as an effective one-two punch in combat.

Saddles and blankets were used to keep one's seat; the stirrup had yet to be invented. Cavalry troopers wielded a variety of weaponry and wore a variety of armor. Typically, they fell into a few types. Light cavalry generally focused on missile attacks and moving fast. Lancers used long spears and close combat weapons to cause damage. Finally, some heavily armed and armored heavy cavalry were used to charge home and disrupt an enemy formation.

Light Cavalry

The Macedonian Successors divided their cavalry into two types; armored and non-armored. Non-armored cavalry was considered light cavalry. In *Wars of the Republic* unarmored cavalry falls into two types: Light Cavalry armed with javelins or bows and Lancers armed with close-combat weapons. They were typically used as scouts, skirmishers, and to harass fleeing enemies.

In a pinch, either type may be used to represent light chariots that were occasionally fielded by Gallic warbands and mercenaries.

Light Cavalry			Points	6
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
12	2	1	4	2
Shoot	2 (6 MU)			
Special Rules	Evade, Pursue, Move and Shoot Upgrade to Bows: Shoot 2 (10 MU) for +2 Points Upgrade to Light Chariots for -1 Point. Can turn 45-degrees once at start or end of movement Upgrade with Rhombus formation for +2 points Upgrade with Wedge formation for +2 Points Upgrade with Special: Terror for +2 Points			

Lancers

The Gauls, Iberians, and some of Carthage's allies were known to field light cavalry whose primary weapon was the lance and spear. These cavalry forces eschewed the javelin and instead used light shields and long spears in a charge to drive off opposing forces. Another variant used by the Etruscans was to use their mounts to ride close to the enemy and dismount and fight on foot.

Lancers			Points	6
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
12	4	1	4	2
Special Rules	Evade, Pursue, Counter Charge Upgrade to Light Chariots for -1 Point. Can turn 45-degrees once at start or end of movement Upgrade with Rhombus Formation for +2 Points Upgrade with Wedge Formation for +2 Points Upgrade with Special: Terror for +2 Points			

Arms and armor of an *Eques* by Seán Ó'Brógáin © Osprey Publishing Ltd. Taken from Warrior 162: *Roman Republican Legionary 298–105BC*

Heavy Cavalry

In addition to an upgraded phalanx, Pyrrhus of Epirus also introduced a heavier style of cavalry fighting. Instead of just providing his horsemen with linen armor, he gave them breastplates and helmets. Pyrrhus also encouraged his cavalry to attack aggressively in the Hellenistic style. The heavy cavalry were considered to be the noble companions to the king himself.

Early Carthaginian forces were known to deploy heavy chariots provided by their Libyan subjects. These chariots were deployed early in the Sicilian Wars and in obtaining control of their North African possessions. Chariots can be deployed as a Heavy Cavalry force.

Heavy Cavalry			**Points**	**12**
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
10	4	2	5	4
Special Rules	Counter Charge, Evade, Pursue Upgrade to Cataphracts for +2 Points. Move: 8, Armor: 3, Remove Evade Upgrade to Chariots for -2 Points. Can turn 45-degrees once at start or end of movement Upgrade with a Wedge Formation for +2 Points Upgrade with Rhombus Formation for +2 Points Upgrade with Special: Terror for +2 Points			

Elephants

Elephants were a special, elite, shock cavalry unit very popular with King Pyrrhus, Jugurtha, Hannibal, and sometimes even the Romans. The elephants came from India or Africa. They typically mounted a howdah on the back with a pike man and an archer, and a driver. Elephants are powerful creatures but their results in battle were mixed. After seeing their use by Pyrrhus, the elephant became popular in Carthaginian and Numidian armies. Hannibal crossing the Alps with his elephants is an iconic piece of history from this period.

Elephants			**Points**	**12**
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
8	8	2	6	3
Shoot	2 (6 MU)			
Special Rules	Counter Charge, Terror			

Support Troops

A variety of long-range weaponry was available to the army Commander. Support troops generally used longer range weaponry to support the attack of the heavier units. These units represent archers, light infantry, artillery, and other similar troops.

The most common missile weapon was the javelin; a light, thrown spear. The bow was also a common weapon, though culturally shunned by the Greeks and Romans. However, other cultures were not so quick to turn down the bow's advantages over the javelin. Shepherds and other peasants also made use of the sling as a ranged weapon. Some soldiers are particularly famous for their use of the sling, such as the Balearic slingers.

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Normally, missile troops were mercenaries and auxiliaries. They had little or no armor and lacked staying power on the battlefield. They acted as support troops to deal with lighter troops and harass heavier units.

Skirmishers

Skirmishers were the lightest armed troops in the Carthaginian and other armies. They were armed with javelins, slings, darts, and sometimes just rocks. They had little or no armor, and occasionally went in to battle naked.

Skirmishers			Points	2
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
8	2	1	4	1
Shoot	3 (6 MU)			
Special Rules	Evade, Move and Shoot, Skirmisher			

Light Infantry

Velites and Peltasts were semi-professional groups of light skirmishers. They were frequently armed with javelins, tunic, light hand weapons, and small shields. Light Infantry were the poorest and/or youngest troops in Roman armies. In other armies, they formed the bulk of the fighting force. Numidian armies, Samnites, Gauls, and the Successors all made heavy use of light infantry armed with javelins.

Their role could vary from simply harassment and screening of enemy troops, fighting in rough terrain, to being one of the main combat arms. Light Infantry were a useful and varied fighting tradition in many cultures.

Light Infantry			Points	4
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
7	3	1	5	2
Shoot	3 (6 MU)			
Special Rules	Evade, Pursue, Move and Shoot, Skirmisher			

Hypaspists/Agema

Agema was a unit of professional troops that often formed the Royal Guard. They were armed like Hoplites but used a lighter shield. They could fight as loose infantry or form up into a phalanx as needed. They often deployed on the flanks of the Phalanx to protect it, or acted as a special operations unit.

Hypaspists/Agema			Points	8
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
7	3	1	5	4
Shoot	3 (6 MU)			
Special Rules	Counter Charge, Evade, Pursue, Move and Shoot, Skirmishers, Phalanx, Drilled, Stand and Shoot			

Thureophoroi

The Thureophoroi were regular units trained like the Agema. However, they were only called up in times of war, whereas the Agema was a standing unit. They were armed with oval shields of the Celtic style, thrusting spears, and javelins. Some units were given additional armor and were known as Thorakitai. Such forces were popular in the Successor and Hellenistic armies.

Thureophoroi			Points	5
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
7	3	1	5	3
Shoot	3 (6 MU)			
Special Rules	Evade, Pursue, Move and Shoot, Skirmisher Upgrade to Thorakitai for +1 Point. +1 Armor			

Archer/Slinger

Missile weapons were not commonly reported on the battlefields of the Mediterranean. Instead, the histories that survive mostly focus on the heavy infantry or cavalry. The preferred missile weapon was the javelin. However, bows and slings were common weapons around the Mediterranean basin. Many armies hired missile specialist mercenaries in their armies.

Archer/Slinger			Points	4
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
8	1	1	4	2
Shoot	4 (12 MU)			
Special Rules	Evade, Skirmisher Upgrade with Stand and Shoot for +2 Points			

Artillery

Romans and their enemies built ingenious machines to throw rocks, shoot large darts, or other devices intended to inflict harm at long range. The most famous were the various ballistae such as the scorpion that appeared around the 1st Century BC. These were used to attack an enemy force at range, but often had limited mobility. They were mostly used during sieges, but had their use in field battles as well.

Artillery			Points	4
Move (MU)	**Attack**	**Armor**	**Courage**	**Discipline**
2	1	1	4	2
Shoot	4 (24 MU)			
Special Rules	None			

Lines of Battle

Use the following lists to build your historical forces for *Wars of the Republic*. The Lines of Battle help to choose the appropriate units for your historical forces. These are sample lists, and there to provide a flavor of potential forces. Players can always modify these lists as they see fit.

Samnite infantry by Seán Ó'Brógáin © Osprey Publishing Ltd. Taken from Campaign 322: *Caudine Forks 321BC*

Each Line of Battle has an entry with a number. The number indicates the limit of that unit you can take in the army. If an entry says 1+ your army must have at least one of these units in it. If it is 0+ any number of that unit may be taken. If it is noted as 0–X or 1–X, you may take up to x units. If a unit is not on the list, it can't be chosen.

Early Republic Period

Kingdom of Rome

This is a very early Roman force in the Heroic model that normally only fights similarly structured forces from nearby tribes or Gauls.

- 0–1 Elite or Drilled Infantry
- 0+ Irregular Infantry
- 0+ Skirmishers
- 0–1 Light Infantry/Archers/Slingers
- 0–1 Light Cavalry

Early Roman Republic

This represents forces created even before the advent of the Manipular Legion or Triplex Acies style of Legion in the Second Samnite War.

- 1+ Drilled Hoplite
- 0+ Militia Hoplite
- 0–4 Skirmishers/Light Infantry
- 0–2 Light Cavalry

Roman Republic – Triplex Acies

The Triplex Acies would be the primary fighting system until the development of the Cohort system in the late Republican period. This formation would carry Rome against the Samnites, Carthage, the Macedonians, and more.

- 1+ Drilled Hoplite (Triarii)
- 0+ Skirmishers/Light Infantry (Velites)
- 1+ Legion Regulars (Principes)
- 1+ Militia Legion (Hastati)
- 0–2 Light Cavalry

Carthaginians

- 0–1 Heavy Cavalry
- 0–4 Light Cavalry
- 0–4 Skirmishers/Light Infantry
- 0–4 Archers/Slingers
- 0+ Irregular Infantry
- 0+ Drilled Infantry

Etruscans

- 0–1 Elite Hoplites*
- 0+ Drilled Hoplites*
- 1+ Militia Hoplites*
- 0–1 Skirmishers/Slingers/Archers
- 0–2 Drilled Infantry
- 0–1 Lancer Cavalry

May have the Pila special rule for +1 point.

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Sicilian/Syracusan Greek

- 0–2 Drilled Hoplites
- 1+ Militia Hoplites
- 0–3 Skirmishers/Light Infantry
- 0–2 Archers/Slingers
- 0+ Light Cavalry

Numidians

- 0–2 Drilled Infantry
- 0–4 Archers
- 0–4 Skirmishers
- 0+ Irregular Infantry
- 1+ Light Cavalry

Samnites

** May have the Pila special rule at +1 point*

- 1+ Drilled Infantry*
- 0+ Irregular Infantry
- 0+ Skirmishers
- 1+ Light Infantry
- 0–2 Light Cavalry

Cities of Magna Graecia

- 0–1 Elite Hoplites
- 0–2 Drilled Hoplite
- 1+ Militia Hoplite
- 0–1 Light Hoplites
- 0–3 Skirmishers, Light Infantry, Archer/Slinger
- 0–4 Light Cavalry
- 0–2 Drilled Infantry
- 0–4 Irregular Infantry

The Latin League

- 0–1 Drilled Hoplites
- 1+ Militia Hoplites
- 0–2 Light Hoplites
- 0–4 Skirmishers, Light Infantry, Archers/Slingers
- 0–2 Light Cavalry
- 0–4 Irregular Infantry

Italic Tribes (Oscans, Sabines, etc.)

- 1+ Drilled Infantry
- 0+ Irregular Infantry
- 0+ Light Infantry, Skirmishers
- 0–2 Archers/Slingers
- 0–1 Light Cavalry

Rival City States (Capua, Sparta, etc.)

- 0–1 Elite Hoplite (Greek Only)
- 0–1 Drilled Hoplites
- 1+ Militia Hoplites
- 0+ Light Hoplites
- 0–4 Skirmishers, Light Infantry, Archers/Slingers
- 0–2 Light Cavalry
- 0–4 Irregular Infantry

The Mercenary Revolt 248BC by Giuseppe Rava © Osprey Publishing Ltd. Taken from Elite 201: *The Carthaginians 6th–2nd Century BC*

Punic Wars

Roman Republic – Triplex Acies

- 1+ Drilled Hoplite
- 0+ Skirmishers/Light Infantry
- 1+ Legion Regulars
- 1+ Militia Legion
- 0–1 Elephants
- 0–2 Light Cavalry

Mamertines

- 0–2 Light Hoplites
- 1+ Drilled Infantry
- 0+ Irregular Infantry
- 0+ Light Infantry/Skirmishers
- 0–1 Light Cavalry

Sicilian/Syracusan Greek

- 0–2 Drilled Hoplites
- 1+ Militia Hoplites
- 0–2 Light Hoplites
- 0–2 Irregular Infantry
- 0–3 Skirmishers/Light Infantry
- 0–2 Archers/Slingers
- 0+ Light Cavalry

Pre-Xanthippus Carthaginians

- 1+ Drilled Hoplites
- 0–4 Skirmishers/Light Infantry
- 0+ Drilled Infantry
- 0+ Irregular Infantry
- 0–2 Elephants
- 0–2 Light Cavalry
- 0–2 Lancer Cavalry

Punic War Carthaginians

- 0–2 Bronze Shields- Sacred Band*
- 0+ Drilled Hoplite
- 0–4 Elephants
- 0–1 Heavy Cavalry
- 0–4 Light Cavalry
- 0–2 Lancer Cavalry
- 0–4 Skirmishers/Light Infantry**
- 0–4 Militia Legion/Drilled Infantry**
- 0–4 Irregular Infantry**
- 0–2 Archers/Slingers

Iberians

- 0–4 Militia Legion/Scutari
- 1+ Light Infantry/Skirmishers
- 0–2 Drilled Infantry
- 0+ Irregular Infantry

**There is very little evidence that the Carthaginian Sacred Band was actually armed in the style of the Macedonian Pike Block. However, it is included in the list for flavor. If the player prefers, it can be replaced with Elite or Drilled Hoplites.*

***Up to two units in the army may have Heedless Charge for +2 Points. This represents barbarian mercenaries such as Gauls, Germans, Galatians, etc.*

Epirote Phalanx by Peter Dennis © Osprey Publishing Ltd. Taken from Men-at-Arms 528: The Army of Pyrrhus of Epirus

- 0–4 Light Cavalry
- 0–2 Lancer Cavalry
- 0–2 Slingers

Mercenary Revolt Army

- 0–4 Militia Legion/Scutari
- 0–4 Drilled Infantry*
- 0+ Irregular Infantry*
- 0+ Skirmishers/Light Infantry*
- 0–4 Cavalry/Lancer Cavalry
- 0–2 Archers/Slingers
- 0–1 Elephants

**Up to two units in the army may have Heedless Charge for +2 Points. This represents barbarian mercenaries such as Gauls, Germans, Galatians, etc.*

Wars Against the Successors

Roman Republic

- The Romans use the Roman Republic – Triplex Acies list during this period (see page 37).

King Pyrrhus of Epirus

- 1+ Bronze Shields
- 1+ White Shields
- 0–2 Hypaspists
- 0–2 Elephants
- 0–2 Drilled Infantry/Drilled Hoplites
- 0+ Skirmishers/Light Infantry
- 0–1 Heavy Cavalry
- 0–4 Light/Lancer Cavalry

Macedonians

- 1+ Bronze Shields
- 1+ Thureophoroi
- 0–3 Hypaspists/Agema
- 0–2 Skirmishers
- 0–2 Slingers/Archers
- 0+ Light Infantry
- 0+ Light/Lancer Cavalry
- 0–1 Heavy Cavalry

Ptolemaic Egypt

- 0–2 Bronze Shields
- 1+ White Shields
- 0–2 Thureophoroi
- 0–3 Elephants
- 0–4 Skirmishers
- 0–4 Slingers/Archers
- 0+ Light Infantry
- 0+ Drilled Infantry
- 0+ Irregular Infantry
- 0+ Light Cavalry

Seleucids

- 1+ Bronze Shields
- 0+ White Shields
- 0–2 Hypaspists/Agema
- 0–2 Thureophoroi
- 0–1 Militia Legion/Imitation Legionaries
- 0–2 Skirmishers
- 0–2 Slingers/Archers
- 0–2 Light Infantry
- 0–2 Heavy Cavalry
- 0+ Light/Lancer Cavalry
- 0–3 Elephants

Satrapy/Minor State

- 0+ Bronze Shields
- 0+ White Shields
- 0–1 Elephants/Heavy Cavalry
- 0+ Skirmishers
- 0–4 Archers/Slingers
- 0+ Light Infantry
- 0+ Irregular Infantry
- 0–2 Drilled Infantry

Jugurtha

- 0–2 Drilled Infantry
- 0–4 Archers
- 0–4 Skirmishers
- 0+ Irregular Infantry
- 1+ Light Infantry
- 1+ Light Cavalry
- 0–3 Elephants

Slave Revolts

Roman Praetor/Quaestor Army

- 0–2 Legion Regulars
- 1+ Militia Legion
- 0+ Irregular Infantry
- 0–2 Light Infantry
- 0–1 Light Cavalry

Italian Consular Army

- 0–1 Veteran Legion
- 1+ Legion Regulars
- 0+ Militia Legion
- 0–4 Irregular Infantry
- 0–2 Light Cavalry
- 0–2 Light Infantry

Roman Garrison Forces

- 0–1 Legion Regulars
- 1+ Militia Legion
- 0+ Archers/Slingers
- 0–2 Irregular Infantry
- 0–2 Light Cavalry
- 0+ Light Infantry

Crassus

- 1+ Veteran Legion
- 0+ Legion Regulars
- 0–2 Militia Legions
- 0–2 Light Infantry
- 0–2 Light Cavalry

Sicilian Slave Revolts

- 0+ Skirmishers
- 0+ Irregular Infantry
- 1–3 Light Infantry
- 0–2 Slingers
- 0–2 Drilled Infantry
- 0–1 Light Cavalry

Gallic/Germanic Slave Army

- 1+ Drilled Infantry*
- 0+ Irregular Infantry**
- 0+ Skirmishers
- 0+ Slingers
- 0–2 Light Cavalry

Spartacus – Early

- 1+ Elite Infantry*
- 0–3 Drilled Infantry*
- 1+ Irregular Infantry**
- 0+ Skirmishers
- 0+ Slingers
- 0–4 Light Cavalry

**Drilled Infantry units can be given the Pila rule for +2 Points.*

***Up to two units in the army may have Heedless Charge for +2 Points. This represents barbarian troops such as Gauls, Germans, Galatians, etc.*

** May be given the Pila rule for +2 Points.*

***Up to two units in the army may have Heedless Charge for +2 Points. This represents barbarian troops such as Gauls, Germans, Galatians, etc.*

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**Elite Infantry can be given the Pila rule for +2 Points.*

Spartacus – Late

- 1 Elite Infantry*
- 1+ Irregular Infantry
- 0+ Skirmishers
- 0+ Slingers
- 0–4 Light Cavalry

End of the Republic

Roman Marian Legion

- 0–1 Veteran Legion
- 1+ Legion Regulars
- 0+ Militia Legion
- 0–2 Archers/Slingers
- 0–2 Light Cavalry
- 0–2 Light Infantry
- 0–1 Elephants
- 0–1 Artillery

Pompey Magnus

- 0–2 Veteran Legions
- 0+ Legion Regulars
- 1+ Militia Legion
- 0–2 Archers/Slingers
- 0–2 Light Cavalry
- 0–2 Light Infantry
- 0–1 Artillery

Caesar

- 0–3 Veteran Legions
- 1+ Legion Regulars
- 0–2 Militia Legion
- 0–2 Archers/Slingers

Legion vs Legion in vicious street fighting by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 55: *Gladius*

- 0–2 Light Cavalry
- 0–2 Light Infantry
- 0–2 Artillery

Mark Antony/Cleopatra
- 0–2 Veteran Legion
- 1+ Legion Regulars
- 0+ Militia Legion
- 0+ Archers/Slingers
- 0–2 Light Cavalry
- 0–3 Light Infantry
- 0–1 Artillery

The Liberators
- 0–2 Veteran Legion
- 1+ Legion Regulars
- 0+ Militia Legion
- 0–2 Archers/Slingers
- 0–4 Light Cavalry
- 0–2 Light Infantry
- 0–1 Artillery

Octavian
- 0–3 Veteran Legions
- 1+ Legion Regulars
- 0–2 Militia Legion
- 0–3 Archers/Slingers
- 0–2 Light Cavalry
- 0–3 Light Infantry
- 0–2 Artillery

Pontus
- 1+ Bronze Shields
- 0+ White Shields
- 0–4 Thureophoroi
- 0–2 Hastati/Imitation Legionaries
- 0–4 Skirmishers
- 0–2 Slingers/Archers
- 0–2 Light Infantry
- 0–2 Heavy Cavalry
- 0+ Light/Lancer Cavalry

Armenia
- 1+ Heavy Cavalry
- 1+ Light Cavalry
- 0–1 Elite Infantry
- 0–2 Drilled Infantry
- 0+ Archers
- 02 Light Infantry/Skirmishers

Parthians
- 1+ Heavy Cavalry
- 1+ Light Cavalry
- 0–2 Archers
- 0–2 Light Infantry
- 0–2 Irregular Infantry

The Edge of Civilization
Gauls/Celts/Germanics/Thracians
- 0–1 Elite Infantry*
- 0–2 Drilled Infantry*
- 1+ Light Infantry/Skirmishers/Archers/Slingers*
- 0+ Irregular Infantry*
- 0–2 Lancer Cavalry
- 0–2 Light Cavalry

** Any of these units in the army may have Heedless Charge for +2 Points.*

Illyrians/Galatians/Thracians
- 0–1 Heavy Cavalry
- 0–2 Drilled Infantry*
- 1+ Light Infantry/Skirmishers/Archers/Slingers*
- 0+ Irregular Infantry*
- 0–1 Lancer Cavalry
- 0–2 Light Cavalry

**Any of these units in the army may have Heedless Charge for +2 Points.*

Cilician Pirates
- 1+ Light Infantry
- 0–4 Archers/Slingers
- 0–4 Skirmishers
- 0+ Irregular Infantry
- 0–2 Drilled Infantry

Scythians/Steppe Nomads

- 1+ Heavy Cavalry
- 1+ Light cavalry
- 1+ Lancer cavalry
- 0–2 Light Infantry/Skirmishers

Tribes of the Mediterranean

- 1+ Light Infantry/Skirmisher
- 0–4 Archers/Slingers
- 0–2 Drilled Infantry
- 0–4 Irregular Infantry
- 0–2 Light Cavalry/Lancer Cavalry

Battles

Wars and battles during the days of the Roman Republic changed significantly in scope and scale. Wars that were ended after one or two decisive engagements become less common, and were slowly replaced by longer and more elaborate campaigns. The structure of the armies needed to change to meet these needs. In Rome, the army of called up farmers and landowners was replaced by a professional army from the poorer strata of Roman society.

Players of *Wars of the Republic* can easily have an enjoyable time doing a classic line-up and fight style battle. There are many such battles in history and many other battles where the names and details have been lost to time. This is a perfectly acceptable and historically accurate way to play the game. For your first few games, this is the recommended method.

However, many players will wish to do more with their battles. They want objectives to achieve and complications to be overcome.

To set up a battle, complete the following steps:

1. Determine the Scenario
2. Discover Complications
3. Identify attacker/defender
4. Choose Army Lists
5. Set-up Terrain
6. Deploy Forces

Determine Scenario

Ultimately, players can use any method they wish to determine the scenario to be played. However, if needed you can roll on this simple table:

Scenario Type Table	
d6	**Scenario Type**
1–4	Raid
5–6	Battle

Once you have determined the type of Scenario roll a d6 and consult the appropriate table below:

Raid Scenario Table	
d6	**Scenario**
1	Supply Run
2	Scout the Area
3	Recon in Force
4	Forced Crossing
5	Raze and Loot
6	Secure and Control

Battle Scenario Table	
d6	**Battle**
1	Surprise Assault
2	Control the Battlefield
3	Break Through
4+	Set-Piece Battle

Complications

Each Scenario may have a complication; a wrinkle or twist that can hamper the plans of mere mortals. Roll 2d6 (have each player roll a single d6) and add the result together, then consult the table below:

Scenario Complication Table	
2d6	**Complication**
2	Bad Auspices
3	Attack at Dawn
4	Delayed Units
5	Dusty
6	Hungry and Thirsty
7	No Complications
8	Bad water
9	Glare
10	Herd of Animals
11	Bad Weather
12	Dusk Approaches

Complications will be discussed further in the next section. For now, jot down the complication and continue setting up the battle.

Determine Attacker

Each scenario is divided into an attacker and a defender. This can be decided pre-game using any method. For ease, you may also roll a d6 for it:

d6	Attacker is:
1–3	The player who rolled
4–6	The player who didn't roll

Choose Army

Each side now chooses their army based on the requirements laid out by the Scenario. The list is public information and should be shared upon request by the other player.

Set Up Terrain

Each Scenario has general guidelines for setting up terrain. Players can choose to set up terrain using any method they wish. If a mutually agreed-upon method can't be determined, use the following method to place terrain on the table.

Divide the board into a grid using 24 MU x 24 MU sections. Thus a 48 MU x 48 MU foot board has four spaces to fill, 72 MU x 48 MU boards have six spaces, etc.

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Players take turns rolling a d6 and consulting the chart below to place terrain. The attacker rolls first. The player points to a grid space where they wish to place terrain and rolls the die. Each grid space must only be rolled for once.

Terrain Table	
d6	**Terrain**
1	No additional terrain
2	1 level hill
3	Swamp, pond, or spring (dangerous terrain)
4	Grove of trees (or other area of difficult terrain)
5	Stone wall (or other linear difficult terrain)
6	2 level hill

Each piece of terrain must be able to fit completely within the 24 MU x 24 MU grid space. Otherwise, there is no limit on the terrain size; it is up to the player and what is available. The player who rolled the terrain can place it anywhere they wish in the grid space, as long as it is completely in the space.

For example, two players are going to have a battle on a 48 MU x 48 MU board. They divide it into 4 grid spaces. Phil is the attacker and points at grid space 1 and rolls a 4; a grove of trees. Phil places the grove. Olive is the defender. She chooses grid Square 3 and rolls a 5; a stone wall. She places the wall. Phil goes next and chooses grid space 2 and gets a 1; no terrain. Olive chooses the last grid space and rolls a 3; a swamp, pond, or spring; she places a pond.

Deploy Forces

The last step is to deploy your units on the battlefield. The scenario rules cover this in more detail. Players can choose to deploy using any method they wish. If a mutually agreeable method can not be decided upon, use the following method:

The attacker chooses a unit and deploys it per the scenario rules. The unit is placed within 6 MU of any board edge the player wishes.

The defender then places a single unit within 6 MU of the opposite table edge. The two players trade off until all units are deployed. If one side has more units than another, the side with more units simply continues placing them until they have all been deployed.

If there isn't enough room for a unit to deploy per the scenario, it is treated as a Delayed Unit per the Complications rules.

Congratulations, you are now ready to begin playing.

Raid Scenarios

In the following scenarios the attacker is trying to accomplish a specific purpose in their attack, while the defender is attempting to deny them.

Supply Run

The defender is moving vital supplies forward so they can feed their army. However, the attackers have gotten wind of the movement and have descended on the defenders to try and relieve them of the supplies. This type of raid was a frequent occurrence in the ancient world.

Set-up

Each army should be roughly the same size. The army points difference should be within 1–2 points.

Use the standard terrain set-up for this raid; the defender rolls first for terrain placement.

Use the default deployment method once terrain is placed.

Special Rules

The defenders are given three tokens that represent the supplies that they are protecting. They can be given to any three units the player wishes, or they can all be given to the same unit. The supply tokens are allocated once both forces have been deployed but before play begins.

The defenders are trying to move the supply tokens off the attacker's board edge. Tokens moved off the board by retreating or routed units do not count towards victory.

Victory

If the defender gets two or more tokens off the board they win.

The game lasts eight turns, until two supply tokens leave the board, or one army collapses; whichever comes first.

Scout the Area

Maps were non-existent in the ancient world; instead they used itineraries to move between locations. Frequently, the forces were moving through unfamiliar terrain that they needed to scout and explore as they went. This could lead to various meeting engagements.

Set-up

Each army should be roughly the same size. The army points difference should be within 1–2 points.

Use the standard terrain set-up; the defender rolls first for terrain placement. The defender

Gallic mercenaries and Carthaginians crash into the Roman lines by Peter Dennis © Osprey Publishing ltd. Taken from Command 11: *Hannibal*

randomly places six tokens, numbered 1–6, face down on the board. These tokens can't be placed within 12 MU of any board edge or 6 MU of each other.

Use the default deployment method once terrain is placed.

Special Rules

When a unit moves within 1 MU of a token, the token is revealed and removed from the board. Place the token on the side of the board of the army that claimed it.

Victory

The game lasts eight turns, all tokens are revealed and one side has a higher total than the other, or one army collapses; whichever comes first.

The side that claims the highest total value of tokens wins. If both sides reveal the same amount of tokens play as normal until 1 side collapses or 8 turns pass. If neither side has more tokens or collapses, it is a tie.

Recon in Force

One of the armies is moving forward looking for intelligence on the enemy location, hostages, loot, food, or other valuable items. In such a situation it is common for soldiers to encounter hostile forces.

Set-up

Each army should be roughly the same size. The army points difference should be within 1–2 points.

Use the standard terrain set-up for this raid; the defender rolls for terrain placement first. The defender randomly places six tokens, numbered 1–6, on the board face down. Tokens can't be placed within 12 MU of any board edge or 6 MU of each other.

Use the default deployment method once terrain is placed.

Special Rules

When an Attacker's unit moves within 1 MU of a token it is removed from the board. Place the token face down on the side of the board of the army that claimed it. The army commander can look at the number on the token.

Victory

The attacker wins if they reveal two even-numbered tokens before the end of the game. If they do not, the defender wins.

The game lasts eight turns, until the attacker reveals two even-numbered tokens, or one army collapses; whichever comes first.

Forced Crossing

Often a hostile or invading army needs to rapidly push past hostile enemy positions to bypass the defenders. Speed is of the essence for the attackers.

Set-Up

Each army should be roughly the same size. The army points difference should be within 1–2 points.

Use the standard terrain set-up for this raid. The attacker rolls for terrain placement first.

Use the default deployment method once terrain is placed.

Special Rules

This scenario has no special rules.

Victory

The game lasts eight turns, until the attacker gets 10+ points off the defender's board edge, or one of the armies collapses; whichever comes first.

If the attacker fails to get 10+ points (or 25% of the starting points if using a different point value than 36) off the board or defeat the enemy army within eight turns, the defender wins.

Raze and Loot

Attacking armies can be bent on destruction and looting more than conquest. Raiding parties spread out to take anything not nailed down and destroy the rest. Of course, the locals try to protect their property.

Set-up

Each army should be roughly the same size. The army points difference should be within 1–2 points.

Use the standard terrain set-up for this raid. The defender rolls first for terrain placement. The defender places five small pieces of scatter terrain as objectives, such as huts, animal pens, crates, amphora, carts, or similar. These tokens can't be placed within 12 MU of any board edge, or 6 MU of each other.

Use the default deployment method once terrain is placed.

Special Rules

An objective is destroyed if an attacker uses a melee attack on it. The terrain is removed and placed on the attacking army's side of the board when it is destroyed.

Victory

The game lasts eight turns, until three terrain pieces are destroyed, or one army collapses; whichever comes first.

The attacker wins if they destroy three terrain pieces or cause the defenders to collapse. Otherwise, the defenders win.

Secure and Control

Raids are often sent ahead of the main force to secure a vital location such as a bridge, ford, well, or other strategic point. Naturally, the defenders want to keep such a valuable location out of enemy hands.

Set-up

Each army should be roughly the same size. The army points difference should be within 1–2 points.

Use the standard terrain set-up for this raid; the attacker rolls first for terrain placement.

Use the default deployment method once terrain is placed.

Place a token in the exact center of the board. The attackers are attempting to secure and control the token.

Special Rules

An army can secure the objective by having a non-wavering or routing unit on top of the token.

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Victory

The game lasts eight turns or one of the two armies has collapsed; whichever comes first.

The winner is the side that has a unit covering the objective token at the end of the game. If the objective isn't covered, then no one wins; it is a draw.

Battle Scenarios

The following battle scenarios represent a larger set-piece battle or decisive engagement. The attackers are trying to defeat the defender in order to end the campaign or obliterate their foes.

Surprise Assault

One force has managed to get the drop on their opponent by stealing a march, attacking from an

unexpected quarter, or moving at night. This gives the attacker a chance to penetrate behind the enemies' battle line.

Set-up

Each army should begin with roughly the same points, but the attacker may have 1–3 points more than the defender. The defender can never have more points than the attacker.

Use the standard terrain set-up for this battle, the attacker rolls first for terrain placement.

Once terrain is placed, the defender places their command unit in the center of the board. All their subsequent placements must be within 4 MU of another Defending unit. The attacker can place their army in any order, with their units touching any board edge.

Special Rules

The defender is trying to move units off any board edge, in good order. Units that are routed or retreating off the board are not considered in good order. Once a unit leaves the board, it can't return.

Victory

The game lasts eight turns, the defender escapes with 15 Points, or one army collapses; whichever comes first.

If the defender is able to move 15 points (or about 40% of the starting points if using a different point value than 36) off the board, they win. Otherwise, the attacker wins.

Control the Battlefield

The attacking army is trying to gain control over critical pieces of terrain in order to launch a siege, the next phase of their strategy, or simply deny it to the enemy army. Destroying the enemy is secondary to securing and controlling objectives.

Set-up

Each army should begin with roughly the same points, within a 1–2-point difference.

Use the standard terrain set-up for this battle. The defender rolls first for terrain placement.

Use the default deployment method once terrain is placed.

Special Rules

Any force may control a piece of terrain by having a unit touching it. If they are the only unit touching it, than they are considered to be controlling the terrain.

Victory

The game lasts eight turns or until one army collapses; whichever comes first.

Each piece of controlled terrain is worth a point. The force with the most points at the end of the battle wins.

Breakthrough

The attacker is trying to push through and beyond the enemy force. On the other side of the defenders is a key objective such as a baggage train, city gate, water supply, or similar objective. It is vital that the attacker gets past the defender and reaches the objective.

Set-up

Each army should begin with roughly the same points, within a 1–2-point difference.

Use the standard terrain set-up for this battle. The defender rolls first for terrain placement. The defender's board edge is the attacker's exit point.

Use the default deployment method once terrain is placed.

Special Rules

The attacker is trying to move units off the defender's board edge in good order. Units that are

routed or retreating off the board are not considered in good order. Once a unit leaves the board, it can't return.

Victory

The game lasts for eight turns, the attacker exits 10 Points or units, or one army collapses; whichever comes first.

If the attacker is able to move 10 points (or about 25% of the starting points if using a different point value than 36) off the board, they win. Otherwise, the defender wins.

Set-Piece Battle

Both forces are spoiling for a fight. They find a suitable battlefield, line up, and fight it out. The goal is simply to defeat your foe.

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Set-up

Each army should begin with roughly the same points, within a 1–2-point difference.

Use the standard terrain set-up for this battle. The defender rolls first for terrain placement.

Use the default deployment method once terrain is placed.

Special Rules

None

Victory

The game lasts eight turns, or until one army collapses; whichever comes first.

Complication List

Complications impact the scenario by providing additional tactical and strategic considerations for the players. Adding a complication can change some of the established factors in the game and force you to change your standard tactics.

The following is the details of each Complication for *Wars of the Republic*. They are composed of the following elements:

- Name: Name of the complication.
- Description: A brief description of the complication.
- Special Rules: Any special rules for the game.

Bad Auspices

The ancients were a religious and devout people. They took auspices before battle and tried to augur the future. They did not wish to go against the will of the gods! Bad auspices before a battle demoralizes the troops.

- Before the battle each unit makes a standard Discipline Check. If passed, the unit fights as normal. If failed, all Discipline Checks have a target number of 5+ for this unit. Bad Auspices may impact multiple units on both sides of the board at once.

Attack at Dawn

Night attacks were exceedingly rare in ancient warfare. However, it was not uncommon to try to time your attack for the early morning, so as to catch your opponent off guard and limit the effectiveness of their missile fire.

- Visibility in the early dawn hours is limited. Range for missile weapons is reduced to half until the sun rises.
- The attacker rolls a d6 at the end of each End Phase until a roll of 4+, at which point the sun rises and missile ranges return to normal.

Delayed Units

Travel in the ancient world was difficult and military units would not always arrive at a battle on time. Maps did not exist as we know them; instead they used itineraries and local guides. In addition, roads outside of the Republic could be treacherous and difficult to follow. There were a number of reasons that could delay a unit from arriving to the battlefield.

- Before the battle, each unit makes a standard Discipline Check. If passed, the unit is ready to deploy. If failed, the unit can't deploy on the board before the battle. Instead, they are placed in reserve.
- Units in reserve can be deployed into their deployment zone in each subsequent turn after the first. The player nominates the unit they wish to deploy and makes a Discipline Check. On a success, the unit maybe placed anywhere in their deployment zone, but that is considered their move. If there are other units in reserve, they may be placed as long as all Discipline Checks are passed.
- If the Discipline Check fails, the unit may not deploy and no more reserve deployments can be made in the turn.

Dusty

Large bodies of troops kick up clouds of dust that cling to the battlefield, making it difficult to see and fight.

- Dusty battlefields give all units that move +1 Armor against shooting attacks in the turn they move.

Hungry and Thirsty

Soldiers could carry very little food and water with them while on campaign. Instead, armies tended to live off the land. However, such logistics support was unreliable.

- Before the battle, each unit makes a standard Discipline Check. If passed, the unit fights as normal. If failed, the unit makes Attack rolls with a target number of 5+, instead of the normal 4+.

No Complications

This battle has no complications. Play as normal.

Bad Water

Good water supplies are critical for any army. Not all sources of water are good, and bad water makes men and horses sick and sluggish.

- Any unit must pass a standard Discipline Check before they can be activated. If successful, the unit may act as intended. If failed, the unit can't activate and isn't able to move, charge, or shoot.
- Units engaged in a melee do not need to make this test. They fight as normal.

Glare

A bright sun glows down on the battlefield and makes everyone squint. Bright sun tends to glitter, shine, and glare off of the bright armor of ancient armies. This can be very distracting to shooting units.

- Shooting only earns Hits with a target number of 5+.

Herd of Livestock

Livestock such as mules, cows, goats, camels, sheep, or other animals were a common sight in the ancient world. Livestock was gathered together into large herds, tended by a few shepherds. As the armies approach, the shepherds run off to safety, but the animals are left to mill about and get in the way.

- The herd of Livestock is represented by a template with a 3" diameter. The template is placed in the center of the board.
- In each End Phase, the template moves 1d3 MU in a random direction. The attacker rolls 2d6 using the number rolled as the numbers on a clock. 12 o'clock is the defender's board edge.
- The herd blocks LOS for shooting. In addition, they can't be charged through and count as difficult terrain.

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Bad Weather

Weather was unpredictable and often seen as the will of the gods. Rainstorms, showers, and other bad weather quickly turns a battlefield into a messy quagmire. They also limit visibility.

- All movement is reduced by 1 MU: even random movement rolls. In addition, all units gain +1 Armor against shooting attacks.

Dusk Approaches

Battles can occur at any hour of the day; a long march, eating a meal, or good omens could make a battle to occur later in the day. The approach of dusk limits the combat.

- The attacker rolls a d6 at the end of the End Phase. A roll of 4+ means that the sun has begun to set.

- The battle only lasts two more turns. For those turns, range for missile weapons is reduced to half. When those turns are complete, night has fallen and the battle is over. Check the victory conditions for the scenario as normal.

Campaigns

The wars of the Romans were often more than just a single pitched battle. If we look to the Samnite Wars as one example, there were a series of small skirmishes, raids, and a number of pitched battles. Many of Rome's wars lasted a number of years and took more than a single pitched battle to resolve. Below are guidelines for playing such campaigns with these rules.

Campaign Size

Before beginning a Campaign, all players should agree on the size of the Campaign. This is the number of Points that the forces have to field their campaign army.

Below are some guidelines:

- Small – 50 Points
- Medium – 75 Points
- Large – 100 Point

The number of points represents the total size of the army that can be mustered for the campaign season.

Pick a Campaign Army

Each player should create a list of all the units in their Campaign Army up to the points allowed for the Campaign size. The army has one commander, assigned to a specific unit of the army.

Strategic Assets

Once an army has been selected, determine the number of Strategic Assets. Strategic Assets are important locations that the army is assigned to protect and support in their theatre of operations.

An army can draw resources and supplies from these Strategic Assets. They are tempting targets for attack. Below are guidelines for Strategic Assets based on the size of the Campaign:

- Small – 3 Assets
- Medium – 4 Assets
- Large – 5 Assets

Campaign Turn

Campaigns run over a series of turns, similar to a battle. Each Campaign turn consists of the following phases:

1. Determine stance.
2. Determine primary enemy.
3. Receive orders.
4. Determine attacker/defender.
5. Pick force.
6. Play battle.
7. Determine impact.
8. Campaign Points.
9. Check for end of campaign.

Determine Stance

Each turn, the player determines the basic posture of his forces. They can be either Offensive or Defensive. Offensive is on the attack, Defensive is protecting assets.

Determine Primary Enemy

If the campaign only has two players, this step can be skipped. If there are multiple players, note which faction will be your primary enemy this turn.

Determine Orders

Reveal your strategy and primary enemy.

If two of you have listed each other as primary enemies, both sides have focused their efforts on each other; fight one battle against your primary enemy.

If you and your primary enemy do not match, then randomly determine which of the players who chose you as the primary enemy you will fight. If no one has matching primary enemies, randomly determine your foe.

Each army only fights one battle per turn.

Once you have determined your opponent for the turn, compare your strategies and consult the chart below:

Offensive vs. Offensive

One player rolls a d6 and consults the table below:

Offensive vs. Offensive Table	
d6	**Result**
1–2	Roll up a Raid Scenario. The rolling player is the attacker.
3–4	Roll up a Raid Scenario. The rolling player is the defender.
5	Roll up a Battle Scenario. The rolling player is the attacker.
6	Roll up a Battle Scenario. The rolling player is the defender.

Offensive vs. Defensive

The Offensive player rolls a d6 and consults the table below:

Offensive vs. Defensive Table	
d6	**Result**
1–3	Roll up a Raid Scenario. The player rolling is the attacker.
4	Roll up a Raid Scenario. The rolling player is the defender
5	Roll up a Battle Scenario. The rolling player is the attacker.
6	Roll up a Battle Scenario. The rolling player is the defender.

Defensive vs. Defensive

One player rolls a d6 and consults the table below:

Defensive vs. Defensive Table	
d6	**Result**
1–3	Roll up a Raid Scenario. The player rolling is the attacker.
4–6	Roll up a Raid Scenario. The rolling player is the defender

Pick Force

Once the Scenario has been determined, both sides choose their forces from their Campaign Army list. The force must conform with the Scenario rules and requirements." A unit cannot participate in more than one battle in a turn.

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Play Battle

Play the scenario.

Determine Impact

Events within the battle will have impact on the campaign. Impact falls into the following categories:

- Permanent Damage
- Experience

These are covered in more detail in the following rules.

Campaign Points

Allocate Campaign Points based on the results of the Scenario.

The winner earns a single Campaign Point. If they inflict twice as many points of damage than they receive, it is a decisive Victory and they score two Campaign Points. If the difference is three times, then the winner earns three Campaign Points for the massacre.

Check for Campaign End

A campaign ends when one player has five or more Campaign Points, and two Campaign Points more than any other player.

Once the campaign reaches this point, it triggers the "Final Battle" scenario. Players are encouraged to come up with a special scenario, or the player with the highest points may choose a single Battle Scenario to play.

Spending Campaign Points

Besides being used to win a Campaign, a player may choose to cash in Campaign Points to perform special actions. Once spent, the Campaign Point is permanently lost. Only one action can be chosen per turn.

- Replace losses.
- Rally the troops.
- Play a special mission.
- Random event.

Replace Losses

The player may replace up to five points of losses per Campaign Point spent. There is no limit to the number of campaign points spent in the end of the turn for replacements.

Rally the Troops

The player may cash in a Campaign Point to restore up to five lost Courage points that can be distributed to any unit to boost their Courage post-game. There is no limit to the number of campaign points spent in the end of the turn for Rallies. A unit may not be brought above their normal Courage.

Play a Special Mission

The player may choose their next scenario from the Raid table for one Campaign Point.

For two Campaign Points the player can choose any Battle Scenario to be played next.

The player can choose to be the attacker or defender in these scenarios.

Random Event

The player can cash in a Campaign Point to earn a single roll on the Random Events table. The random event occurs in the next battle that the player participates in. A player may choose to spend any number of campaign points on random events as they wish.

Roll 2d6 and consult the table below:

Random Event Table	
2d6	**Event**
2	Dream of Nike!: The army can ignore one failed Discipline Check in the next battle.
3	Bad Weather: At the next battle, bad weather has set in. Open ground is considered difficult terrain.
4	Bad Directions: A random enemy unit is delayed on their march. They may enter the board on their own deployment edge after turn 2, if they pass a Discipline Check.
5	Deserters: A random enemy unit is reduced by 1d3 Courage before the battle begins.
6	Reluctant Troops: A random enemy unit is considered Wavering when deployed.
7	Tribal Animosity: One random enemy unit doesn't benefit from the general's Commander's Gaze.
8	Strange Smells: Cavalry units deployed within 6 measurement units of other Cavalry units lose 1 Courage at the start of the game.
9	Intrigue: No enemy commander can use Commander's Gaze until a Discipline Check is passed.
10	Shifting Alliances: One enemy Strategic Asset temporarily switches sides for this campaign turn, after which the revolt is put down and it is returned to the owning player.
11	Bribes: When used, one random enemy unit must pass a Discipline check. If they fail they desert to your army immediately, and you may deploy it immediately in your deployment zone.
12	Assassination Attempt!: The enemy general's unit begins the game Wavering. A Discipline Check is required to restore them. If failed, the general was killed and must be replaced by the next battle. The army must take an immediate Collapse Test.

Losing Units

If a unit is reduced to 0 Courage and routed from the board, it may be lost for future battles. The troops are scattered, desert, killed, or injured.

At the end of the game, make a standard Discipline Check. If no successes are rolled, the unit is permanently lost. Otherwise, it returns to the roster with one Courage Point per success.

Loss of Courage

Many scenarios end with units with reduced Courage. As long as the unit didn't rout it is still usable in the campaign.

At the end of any battle, a damaged unit may make a standard Discipline Check. The unit regains one Courage point per success. The unit needn't participate in the battle to make this roll. The unit can't increase its Courage higher than its initial starting point.

Courage may also be restored by spending a Campaign Point, see page 54.

It is possible for a unit to start a battle with reduced Courage.

Using Strategic Assets

A player may choose to use a strategic asset instead of using a Campaign Point. A Strategic Asset can used to do one of the following:

- Replace losses.
- Rally courage.
- Trigger a Random Event.
- Play a special mission.

Each Strategic Asset may be used in place of one Campaign Point. Assets don't count towards campaign victory. Each Strategic Asset can be used once per Campaign turn.

Losing Strategic Assets

After using Strategic Assets, roll a d6 per Asset, that was used looking for a target number of 4+. You can roll one additional die if your general took part in the previous battle.

If fewer success are scored than the number of Assets, one Strategic Asset will be the prize in the next battle. If you win the Battle, the Strategic Asset stays with your army. If you lose, it is forfeit to the enemy army. They take possession of it and add it to their Campaign Army roster.

Experience

As units take part in engagements, their soldiers and officers gain confidence and skill. They learn various tricks and stratagems to help them overcome their enemies. Units gain experience as they take part in engagements. When a unit has enough experience points, the unit gains an advance. Typically, a unit starts with d6 experience points to represent their training, mercenary work, previous times on campaign, etc.

Earning Experience

A unit gains experience at the end of a scenario. It gains one Experience Point for each of the following circumstances:

- Survive the battle.
- Inflict a hit on an enemy unit.
- Rout an enemy unit.
- Score the Objective.
- Win the scenario.

A unit does not add any Experience until after the Scenario is complete.

Experience Advances

As units gain Experience they can earn an Experience Advance. An Experience Advance allows the unit one re-roll of any die without using a Commander's Gaze point.

The following table indicates when a unit receives an advance. This advance is gained after the Scenario has been completed and the unit's Experience total meets the required threshold.

Experience Table

Experience	Advance
0–10	None
11–20	1
21–30	2
31–50	3
51–70	4
71–100	5
101–130	6
131+	7

Historical Scenarios

The following is the details for Historical Scenario for *Wars of the Republic*. They are composed of the following elements:

- **Name:** Name of the Scenario.
- **Description:** A brief description of the scenario.
- **Forces:** An overview of the units on each side of the battle.
- **Set-up:** A quick description of deployment and special terrain needs.
- **Special Rules:** Any special rules for the game.
- **Victory:** Ending the scenario and determining the winner.

Battle of Silva Arsia/Lake Regillus, 509 BC (ER)

The battles of this time are part of the founding myths of the Romans. Therefore, details are sketchy at best and must be taken with some skepticism. For example, the armies engaged in this period were likely small, but they are described in a grand manner similar to the larger

battles of later Republican history. There are elements of the Homeric Tradition in the stories, often referring to specific leaders and their fates. Therefore, it is difficult to pin down the exact nature of a battle such as Silva Arsia/Lake Regillus.

The Battle of Lake Regillus was part of a wider war for dominance in Central Italy between the Romans, Etruscans, and other Latin city states. Rome had recently thrown off the yoke of monarchy under the Etruscan Tarquin line. However, the Tarquins had not completely given up on their claim to the throne of Rome. Therefore, Lucius Tarquinius Superbus came with an army to take back what he thought was his, with the aid of the Latins and Etruscans.

The Romans appointed a dictator and set out to meet the approaching enemy forces. It is claimed that the Romans reacted so quickly that troops allied with the former King Superbus couldn't reach the battle in time. Many of Rome's leading men and figures were part of this army that fought for the very survival of the Roman Republic.

This battle also carried a popular legend to go along with it. The Romans reported that the famed mythical Argonaut heroes Castor and Pollux fought alongside the Romans. The victory the two demigods helped achieve was memorialized in a temple built in the Roman Forum after the battle by the dictator Postumius.

Forces

This early in the history of the Roman Republic, you could use the Kingdom of Rome list for both sides. However, I have opted to use the Early Roman Republic list for the Romans. Tarquinius Superbus could use the Latin League or Etruscan lists; I have opted to use the Latin League, as many of their troops came from Tusculum, a Latin city.

We know very little about the armies. We can glean that the Roman army featured cavalry forces, as the accounts reference the cavalry dismounting to help in the final push of the battle. In addition, Castor and Pollux were believed to have taken the form of a pair of cavalrymen in the battle. We also know that the Latin forces made use of javelin-armed troops; while stripping an opponent of their armor, an enemy javelin killed one of the Roman heroes. This has led me to create the following lines of battle for this semi-mythical historic scenario.

Roman Republic

- Drilled Hoplites – Postumius
- Militia Hoplites
- Militia Hoplites
- Light Cavalry

King Tarquinius Superbus

- Militia Hoplites – King Tarquinius Superbus
- Militia Hoplites
- Militia Hoplites
- Light Infantry
- Light Infantry
- Skirmishers

Set-up

We know very little about the terrain of this semi-mythic battle. Lake Regillus no longer exists; it is supposed to be in the remains of volcanic crater between Rome and the city of Tusculum.

This battle should take place on a board 72 MU x 48 MU. Use standard terrain and deployment process. However, I recommend one of the short table edges have the shoreline of a lake that is impassable. There the two sides can each anchor one of their flanks.

Special Rules

Heroes

This battle should make use of the Leader Killed rules on page 24. The recounting of the battle has many Roman and Latin heroes killed or driven off during the battle.

Victory

The game lasts eight turns or until one army collapses; whichever comes first.

Battle of Sentinum, 295 BC (ER)

The Great Samnite War was a battle of survival between the young Roman Republic and their nearby neighbors, the Samnites. The Romans referred to it as the Great Samnite War, but scholars have broken it down into three separate wars. The Battle of Sentinum took place during the last war.

It was late in the Great Samnite War and an alliance of Samnites, Etruscans, and Umbrians had gathered to wage war on their Italian neighbor. This was the alliance's last chance to curb Rome's growth. Prior to the battle, there was a great deal of strategic maneuvering to draw off parts of the coalition. By the time the battle started, only the Samnites and their Gallic allies remained in the battle line.

The Roman forces triumphed. A key point in the battle occurred when Consul Publius Decius Mus "devoted" himself to the gods and charged into the enemy ranks. His men followed and broke the back of the defenders, but Decius was slain. The rest of the battle revolved around combined arms and flank attacks by the Romans with infantry and cavalry.

After this battle, the alliance between the enemies of Rome collapsed. The war lasted another 5 years, but the Samnites remained on the back foot for the rest of the war. The Romans had survived and cemented their place as masters of central Italy.

Forces

Some decisions need to be made on what lists to use. For the Romans the Triplex Acies list seems most appropriate, though the Manipular Legion was created sometime during the 2nd Samnite War, prior to this battle. For the other side, I have decided to use the Samnite list, as they formed the bulk of the army.

For units, the Romans are pretty straight forward. However, the details of the battle seem to indicate a cavalry component to the Roman force as both Roman commanders ordered cavalry attacks at various points in the battle. The Roman cavalry attack was against the Gallic allies of the Samnites, who also had cavalry and chariots. Despite the grandiose details of the battle, there were only a left and right wing in the armies. Therefore, actual numbers of combatants may have been rather small for an ancient battle.

Roman Republic – Triplex Acies

- Light Infantry
- Legion Militia
- Legion Regulars
- Drilled Hoplites
- Light Cavalry

Samnites and Gauls

- Light Cavalry; Chariot
- Light Cavalry
- Drilled Infantry; Pila
- Drilled Infantry; Pila
- Light Infantry
- Light Infantry

Special Rules

This game should be played on a 72 MU by 48 MU board. Place terrain as normal. Deployment is using the standard rules.

Devotio

One of the Roman units can be led be Decius. This must be determined before the beginning of the game and announced prior to the game commencing. That unit does not gain any extra

Commander's Gaze for the battle. At any point in the Battle, the unit can choose to sacrifice its leader in exchange for re-rolling all their Attack dice in a melee for that turn. The unit no longer generates Commander's Gaze for the rest of the game.

Victory

The game lasts eight turns or until one of the two armies has collapsed; whichever comes first.

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Battle of Heraclea, 280 BC (WS)

After the Third Samnite War ended with the defeat of the Samnites, the Romans began expanding their influence into Southern Italy. This had traditionally been the territory under Greek influence, with the most powerful Greek city-state being Tarentum. After the two sides provoked a war, the Tarentines went abroad and recruited King Pyrrhus of Epirus to come to their aid.

Pyrrhus was one of the most successful military commanders amongst the later Successors of Alexander. He came to Tarentum's aid in order to build up a base of operations to help fund his future invasion of Macedon.

The two forces met near the river Siris. The Romans tried to force a crossing, but Pyrrhus opposed them. Neither side could gain the upper hand in the battle. Eventually, Pyrrhus sent in his war elephants and routed the Roman cavalry on their flank. The Legion broke and fled. Despite winning the battle, the loses were such that Pyrrhus famously remarked that: "A few more such victories would ruin me."

Forces

This battle is fairly well documented for an ancient battle. We have a strong idea of who was on each side and the composition of their armies. Therefore, it is much easier to create a line-of-battle. This was a relatively large battle for the period, and is a great candidate for using the advanced rules for Wings of the Army on page 25. However, the scenario below is intended to be played at a smaller scale, using the regular rules for army structures.

Pyrrhus of Epirus

- Thureophoroi
- Bronze Shields
- Militia Hoplites
- Heavy Cavalry – Pyrrhus
- Archers/Slingers
- Elephants

Roman Republic

- Light Infantry
- Legion Militia
- Legion Militia
- Legion Regulars
- Drilled Hoplites
- Light Cavalry
- Light Cavalry

Special Rules

This game should be played on a 72 MU by 48 MU board. There should be a river running roughly down the center of the board between the armies, counting as difficult terrain. No other terrain is required, or you could place additional terrain per the normal rules. Deploy using the standard rules.

Carthaginians and Liby-Phoenicians clash with Hastati by Peter Dennis © Osprey Publishing ltd. Taken from Campaign 299: *Zama 202BC*

Body Double

Pyrrhus of Epirus was famously thought killed during the battle. However, it was only one of the general's bodyguards. The Greek commander had to ride up and down the field to prove to his men that he yet lived. This heartened them to continue further.

If Pyrrhus is killed in the battle, he can return to lead his Heavy Cavalry once more. The Commander's Gaze is not lost, and the Collapse Test for losing a commander does not apply. If the unit was destroyed, he can be relocated to another unit of the Greek player's choosing.

If Pyrrhus is killed or lost a second time. He is considered killed and all Commander's Gaze bonuses are lost and Collapse tests for losing the commander are taken as normal.

Breakthrough

The Romans are trying to move units off the Greek board edge in good order. Units that are routed or retreating off the board are not considered in good order. Once a unit leaves the board, it can't return.

Victory

This is a Breakthrough battle. The game lasts for eight turns, the Roman exits with 14 Points, or one army collapses; whichever comes first.

The Romans win if they are able to move 14 points (or 25% of the starting points if using different starting armies) off the board. Otherwise, the Greeks win.

Battle of Cannae, 216 BC (PW)

Cannae is arguably the most famous battle of all time. Military commanders have studied it since the time of the battle itself. Therefore, a great many resources exist that detail this battle.

Hannibal had done the impossible by moving a Carthaginian army across the Alps and proceeded to attack the Romans in Italy. He had already defeated the Romans twice at major battles at Trebbia and Lake Trasimene. The Romans had since avoided combat to preserve their forces. Once they had a new army built, they went back on the offensive against the invader. Hannibal was ready.

Can you recreate the famous result? Can you defy history?

Forces

Like Heraclea, there is very little ambiguity about the forces and army lists to be involved in this battle. It is well-documented. In this battle we are using the Punic War Carthaginian list

and the Roman Triplex Acies list. Like Heraclea, this is a good candidate for using the Wings of the Army advanced rules, but the lists below are not designed for it.

Hannibal's Punic War Carthaginians

- Drilled Infantry – Gauls/Iberians and Hannibal
- Drilled Hoplites – Punic soldiers
- Drilled Hoplites – Punic soldiers
- Lancer cavalry – Gauls/Iberians
- Light cavalry – Numidians
- Slingers – Balearic

Roman Republic Triplex Acies

- Skirmishers
- Legion Militia
- Legion Militia
- Legion Regulars – Varro
- Drilled Hoplites
- Light Cavalry

Special Rules

The battle should be played on a 72 MU by 48 MU board. This battle has units deploy on the short edge of the board up to 12 MU in.

The battle took place with a river on the flanks of the army. The Carthaginians had it on their left, the Romans on the right. Both sides used the river as a way to protect their flank on the plains. Therefore, a river should be placed along the appropriate edge of the table and is considered impassable. A small hill should be placed behind the Carthaginian deployment zone. There should be little to no other terrain on the board.

The wind came from the east during the battle. It is said to have blown dust and glared sunlight into the Roman faces. Therefore, the Roman forces are subject to the Glare complication during the battle.

Victory

The game lasts eight turns or until one army collapses; whichever comes first.

Battle of Mount Vesuvius, 73 BC (SR)

The Romans would probably not even consider this a battle, but it has been made famous beyond its impact. It was the first true meeting between the forces of Rome and the escaped slave Spartacus and his followers in the Third Servile War.

Spartacus and 73 fellow gladiators escaped from his ludus in Capua. They escaped capture and expanded their revolt as they went. Rome assigned Praetor Glaber to put down the criminal banditry and to recapture the escaped slaves. Spartacus and his followers took refuge on Mount Vesuvius. On the way, Glaber recruited a militia along his route and tried to bottle the slaves up on Vesuvius.

Spartacus and his escaped slaves climbed down the slopes of Mount Vesuvius and attacked the flank of Glaber's inexperienced force at dawn. The Romans were easily defeated, and the slave revolt exploded into the Third Servile War.

Forces

The Romans draw from the Praetorian Army list. This list tends to have a large number of Militia Legions and mercenary hangers-on, instead of the more disciplined and well-trained Legions Spartacus would later face. For Spartacus and his forces, we use the "Early" Revolt List.

Praetorian Army of Glaber

- Militia Legion – Glaber
- Militia Legion

- Irregular Infantry
- Irregular Infantry
- Light Infantry

Escaped Slaves

- Elite Infantry; Pila – Spartacus
- Drilled Infantry; Pila, Heedless Charge – Gallic/Germanic Slaves
- Irregular Infantry
- Slingers

Special Rules

This game is fought on a 48 MU by 48 MU board. One board edge is the side of Mount Vesuvius. No models can leave via this board edge; it is impassable terrain. The rest of the terrain should be placed as normal.

The Roman Army should be placed first. Place one unit in the center of the board facing Mount Vesuvius in Open Order. The rest of the army can be placed anywhere within 12 MU of the first unit's leader. The Escaped Slaves can be placed on any board edge up to 6 MU in, except for the side with Mount Vesuvius.

The Dawn Attack complication is in effect.

Victory

The game lasts eight turns or until one army collapses; whichever comes first. This battle is to the last unit; the army with remaining units is the winner. If both sides still have units on the board at the end of turn 8, it is a draw.

Battle of Pharsalus 48 BC (END)

A dispute between Caesar and the Senate forced the Senate to flee Rome to Greece. After a difficult crossing, Caesar managed to get his forces across the Adriatic to face Pompey's legions. Pompey had been recruiting heavily and his loyal Legions were mostly drawn from the east. After some initial skirmishing and clashes, the two sides met in Thessaly, near the Enipeus River.

Pompey's battle plan was simple. He set his legions in place behind their shields a great distance from Caesar's forces. It was thought that they could better protect themselves from a pila salvo there. In addition, he thought the long march would tire the advancing Caesarean forces. Once Caesar engaged his line, he would swing in on the flank with his more numerous cavalry and seize the day. To counter this, Caesar took the back rows of his troops and created another force, to act as a bulwark to his cavalry on the flank.

Oddly, both plans worked as they intended. Caesar's legions crossed the large field, paused to redress their lines, then continued forward. Once engaged, Pompey's greater cavalry force drove off Caesar's cavalry. However, before Pompey's cavalry could attack the battle line's flank, Caesar's reserve forces attacked and routed them. Without the decisive cavalry charge on the flank, Caesar's veteran legions ground up Pompey's troops and they fled. The battle and the Republic was Caesar's.

Forces

The strange thing about the Civil Wars is that both sides use essentially the same core Army list, the Marian Legion. The Marian Legion had been the backbone of the Roman Army for decades. All troops were essentially equipped the same, as Heavy Infantry, with small Cavalry and Support contingents. However, Caesar is said to have more veteran legionnaires in his force.

Caesar's Legions

- Legion Regulars – Caesar
- Legion Regulars
- Legion Regulars
- Veteran Legion
- Light Cavalry

Pompey's Legions

- Legion Regulars – Pompey
- Legion Regulars
- Legion Regulars
- Light Cavalry
- Lancer Cavalry
- Archers/Slingers
- Skirmishers

Special Rules

The battle should be played on a 72 MU by 48 MU board. This battle has units deploy on the short edge of the board up to 12 MU in.

The battle took place with a river on the flanks of the armies. Caesar had it on his left, Pompey on his right. Both sides used the river as a way to protect their flank on the plains. Therefore, a river should be placed along the appropriate edge of the table and is considered impassable. A small hill should be placed behind Pompey's deployment zone. There should be little to no other terrain on the board.

Long March

Any infantry unit that takes a three move actions in a row needs to take a standard Discipline check. If passed, they may continue as normal; if failed, they start to Waver.

Pompey and his generals believed that the long march between the two sides would hinder Caesar's legions and make them tired for the final battle. However, Caesar's legions paused halfway across and reordered their lines. Pompey's troops stayed in position, and that was a decision often criticized by Caesar and later tactical thinkers.

Victory

The game lasts eight turns or until one army collapses; whichever comes first.

Designer's Notes

The Wars of the Roman Republic is shorthand for the endemic warfare that occurred around the Mediterranean from the time of Persian interference in Greece all the way to 50 BC, when the Roman Republic transitioned into Empire. Therefore, it is a fertile place for wargamers to look for inspiration for armies and campaigns. This region and time is complex, with a variety of different fighting styles to offer. The challenge was finding a way to make all of these fighting styles work together in a single set of rules, without having a mismatch of mechanics.

As I built this game, I wanted to accomplish a couple of key objectives:

1. Build off the mechanics used in *Men of Bronze*.
2. Keep players engaged at all parts of the battle, even when it was not their turn.
3. Force players to make decisions.
4. Keep it quick and simple.
5. Capture the feel of Ancient battles as best as I could.
6. Small armies for big battles.
7. Create a toolbox that could be used for a number of conflicts in the ancient world.

To understand points 1–5 you can take a closer look at my decision-making process in the Designer Notes for *Men of Bronze*. The nuts and bolts of the system are broken down there. However, there were at least five elements I consciously modified from those rules:

- Charge Distance
- Support Placement

- Creating a separate melee phase
- Firing into melee
- Wavering after Courage Loss

I made the changes to the rules as appropriate. I reduced charge distances, modified support placement to seal gaps in the line, added a dedicated melee phase, clarified firing into melee, and modified Wavering so any Courage loss could potentially trigger Wavering. There were also a number of minor tweaks here and there. These were adjustments I made once the core mechanics were exposed to a wider audience.

The next point I felt strongly about was to allow gamers to play "big battles" with relatively small forces. I love to play a vast spectacle game on an 8' x 6' board with hundreds of models per side as much as the next wargamer. However, I couldn't buy and paint all those models for a vast spectacle either.

After reading a lot of historical accounts, looking at reconstructed battle maps, and other tools I came to a decision. Despite the historical lay out of a Triplex Acies Legion, they were essentially one box on the battle map. The same was true of a Macedonian phalanx, hoplite line, or barbarian warband. They were essentially a footprint. Therefore, I decided to abstract the battles upward where a handful of models represent an entire Legion on the tabletop. It was simply a matter of scale, scope, and abstraction. Therefore, this set of rules uses abstraction to help players capture the feeling of playing big battles with relatively small forces.

The biggest piece I wanted to capture with this ruleset was to create a toolbox that could be used for various conflicts around the ancient Mediterranean. I am a big fan of the Diadochi period and the Wars of the Successors. They mostly pre-date the Wars of the Roman Republic, but this ruleset is a large enough toolbox to play those wars. What about the Greeks vs. the Carthaginians in Sicily, the Seleucids and the Eastern Anabasis, Jason of Pharae? All of these and more can be captured with the tools provided here. Chances are an Elite Pike Block never was involved in the Roman Republic, but I included rules for them. What if you wanted to play Eumenes and the Silver Shields vs. Caesar's Gallic Legions? Heck, very clever gamers could even go all the way back to the Egyptians vs. Hittites at Kadesh!

It is not easy to try to span several hundred years of fighting. Therefore, the only way it could be done was to generalize troops into generic types. I started with a high-level look at things like hoplite phalanx, pike blocks, cavalry, infantry, or heavy infantry. From there, I further sub-divided them into various types and skills to match the role I needed them to play. Again, abstraction was the key, but I had to balance between abstraction and what made a unit unique. What is the difference between a Hastati maniple and a Militia Legion cohort? From there, it was looking at how armies were organized on the battlefield.

The whole concept was to allow a number of historically relevant units and troops types, but bundling them all into easy to digest packets; then using these parts to design army lists based on historical reading and interpretation. My choices here will be the most divisive part of the game and will not be to everyone's liking. To me the hardest part about writing historical rules is that invariably someone knows way more about the subject than I do. However, decisions had to be made.

Hopefully that will give you some insight into my decision-making process while building *Wars of the Republic*. I hope you enjoy playing it as much as I did building it. I look forward to reading the histories written about the exploits of your troops.

All said I am happy with the work I have done on these rules. I know it was fun putting them together, testing them, and learning more about the subject. I hope you have a lot of fun playing them. These rules are in your capable hands now. Make them your own.

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